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```
2960 CALL SOUND(500,10000,20,150
00,0,33000,0,-8,5)
2970 CALL CHAR(112,"040811222430
4080")
2980 TOG=TNG+1
2990 FOR SC=1 TO 5
3000 SNAKE=1
3010 FA(PLR)=1
3020 CALL SOUND(-100,1000-20*SC,
SC*2)
3030 CALL HCHAR(Y,X+N,139+8*PLR)
3040 CALL HCHAR(Y,X+N,136+8*PLR)
3050 NEXT SC
3060 CALL HCHAR(Y,X+N,U)
3070 IF (Y=16)+(Y=12)+(Y=4)THEN
3080 ELSE 3140
3080 N=N+1
3090 IF N=1 THEN 3100 ELSE 3120
3100 U=32
3110 GOTO 2990
3120 U=136+8*PLR
3130 IF N>2 THEN 3200 ELSE 2990
3140 N=N-1
3150 IF N=-1 THEN 3160 ELSE 3180
3160 U=32
3170 GOTO 2990
3180 U=136+8*PLR
3190 IF N<-2 THEN 3220 ELSE 2990
3200 N=2
3210 GOTO 3230
3220 N=-2
3230 CALL HCHAR(Y+1,X+N-1,118)
3240 CALL SOUND(1100,10000,20,15
000,0,33000,0,-8,5)
3250 FOR DEL=1 TO 500
3260 NEXT DEL
3270 CALL HCHAR(Y+1,X+N-1,114)
3280 CALL HCHAR(Y,X+N,118)
3290 FOR DELAY=1 TO 250
3300 NEXT DELAY
3310 CALL SOUND(100,-3,0)
3320 CALL HCHAR(Y,X+N,113)
3330 FOR DEL=1 TO 250
3340 NEXT DEL
3350 CALL HCHAR(Y,X+N,32)
3360 CALL HCHAR(Y+1,X+N-1,113)
3370 CALL HCHAR(Y,X+N,112)
3380 IF N=2 THEN 3390 ELSE 3510
3390 IF Y=16 THEN 3400 ELSE 3430
3400 Y=20
3410 X=22
3420 GOTO 3730
3430 IF Y=12 THEN 3440 ELSE 3470
3440 Y=18
3450 X=28
3460 GOTO 3730
3470 IF Y=4 THEN 3480 ELSE 3510
3480 Y=12
3490 X=22
3500 GOTO 3730
3510 IF Y=14 THEN 3520 ELSE 3550
3520 Y=20
3530 X=10
3540 GOTO 3730
3550 IF Y=10 THEN 3560 ELSE 3590
3560 Y=16
3570 X=19
3580 GOTO 3730
3590 IF Y=6 THEN 3600 ELSE 3630
3600 Y=12
3610 X=16
3620 GOTO 3730
3630 IF X=23 THEN 3640 ELSE 3670
3640 Y=6
3650 X=22
3660 GOTO 3730
3670 IF X=11 THEN 3680 ELSE 3710
3680 Y=6
3690 X=10
3700 GOTO 3730
3710 Y=14
3720 X=4
3730 CALL GCHAR(Y-1,X+1,U)
3740 FOR EN=1 TO 6
3750 CALL SOUND(50,154-7*EN,0)
3760 CALL HCHAR(Y-1,X+1,120)
3770 FOR DEL=1 TO 50
3780 NEXT DEL
3790 CALL HCHAR(Y-1,X+1,121)
3800 NEXT EN
3810 CALL SOUND(50,-1,0)
3820 CALL HCHAR(Y-1,X+1,U)
3830 CALL HCHAR(Y,X,136+8*PLR)
3840 FOR DEL=1 TO 50
3850 NEXT DEL
3860 IF (Y=20)+(Y=16)+(Y=12)THEN
 3870 ELSE 3970
3870 CALL HCHAR(Y,X,138+8*PLR)
3880 M=0
3890 FOR DEL=1 TO 100
3900 NEXT DEL
3910 CALL HCHAR(Y,X,32)
3920 X=X-1
3930 CALL GCHAR(Y,X,U)
3940 CALL HCHAR(Y,X,138+8*PLR)
3950 CALL HCHAR(Y,X,136+8*PLR)
3960 GOTO 2770
3970 CALL HCHAR(Y,X,137+8*PLR)
3980 M=1
3990 CALL HCHAR(Y,X,32)
4000 X=X+1
4010 CALL GCHAR(Y,X,U)
4020 CALL HCHAR(Y,X,137+8*PLR)
4030 GOTO 3950
4040 REM  ***STOP ON LADDER***

4050 IF U=106 THEN 4060 ELSE 417
0
```

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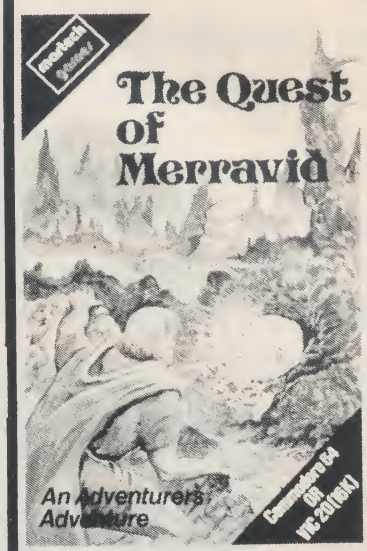

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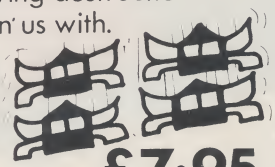

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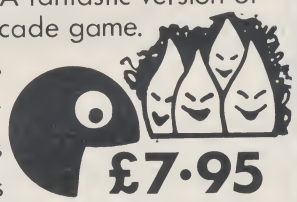

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EXPORT ENQUIRES WELCOME

```
4060 Y=Y-1
4070 CALL GCHAR(Y,X,U)
4080 CALL HCHAR(Y,X,137+M+8*PLR)
4090 CALL HCHAR(Y,X,136+8*PLR)
4100 CALL SOUND(200,500+20*(24-Y
),5)
4110 CALL GCHAR(Y,X-1,UU)
4120 CALL GCHAR(Y-1,X-2,UUU)
4130 IF (UU=104)+(UUU=104)THEN 4
140 ELSE 2640
4140 X=X-1
4150 CALL HCHAR(Y,X+1,U)
4160 GOTO 4060
4170 Y=Y-1
4180 CALL GCHAR(Y,X,U)
4190 CALL HCHAR(Y,X,137+M+8*PLR)
4200 CALL HCHAR(Y,X,136+8*PLR)
4210 CALL SOUND(200,500+20*(24-Y
),5)
4220 CALL GCHAR(Y,X+1,UU)
4230 CALL GCHAR(Y-1,X+2,UUU)
4240 IF (UU=105)+(UUU=105)THEN 4
250 ELSE 2640
4250 CALL HCHAR(Y,X,U)
4260 X=X+1
4270 GOTO 4170
4280 REM   ***END ROUTINE***
4290 FOR WIN=1 TO 20
4300 CALL SOUND(200,1000,0)
4310 CALL HCHAR(23+PLR,12,32,11)
4320 CALL HCHAR(23+PLR,12,141+8*
PLR,5)
4330 CALL HCHAR(23+PLR,19,141+8*
PLR,4)
4340 CALL HCHAR(Y,X,139+8*PLR)
4350 CALL HCHAR(Y,X,136+8*PLR)
4360 NEXT WIN
4370 CALL COLOR(11,16,16)
4380 RESTORE 4490
4390 FOR H=1 TO 5
4400 READ Y,X,D
4410 CALL HCHAR(Y,X,D+8*PLR)
4420 CALL SOUND(300,65*X,0,82*X,
0,98*X,0)
4430 IF H=1 THEN 4440 ELSE 4470
4440 CALL HCHAR(Y,X,97)
4450 GOTO 4480
4460 IF H=5 THEN 4040
4470 CALL HCHAR(Y,X,32)
4480 NEXT H
4490 DATA 2,5,142,2,4,143,2,3,14
2,2,4,143,2,5,142
4500 FOR LEV=1 TO 30 STEP 5
4510 CALL SOUND(200,390,LEV,492,
LEV,588,LEV)
4520 NEXT LEV
4530 CALL HCHAR(22,3,32,25)
4540 A$="YOU'VE LOST PLAYER "&CH
R$(50-PLR)
4550 GOSUB 4760
4560 A$="*WANT A RE-MATCH? (Y/N)
"
4570 GOTO 4760
4580 END
4590 CALL HCHAR(22,4,32,LEN(A$))
4600 FOR PLR=0 TO 1
4610 Y=YP(PLR)
4620 X=XP(PLR)
4630 U=UP(PLR)
4640 CALL HCHAR(Y,X,U)
4650 NEXT PLR
4660 CALL HCHAR(20,3,136)
4670 FOR I=0 TO 1
4680 YP(I)=20
4690 XP(I)=3
4700 MP(I)=0
4710 HELP(I)=0
4720 FA(I)=0
4730 NEXT I
4740 TG=0
4750 GOTO 1750
4760 FOR I=1 TO LEN(A$)
4770 CALL HCHAR(22,3+I,ASC(SEG$(
A$,I,1)))
4780 NEXT I
4790 FOR DEL=1 TO 300
4800 NEXT DEL
4810 IF SEG$(A$,1,1)="*" THEN 48
20 ELSE 4880
4820 CALL KEY(0,K,S)
4830 IF (K=78)*(SEG$(A$,2,1)="I"
)THEN 1660
4840 IF (K=89)*(SEG$(A$,2,1)="I"
)THEN 1550
4850 IF (K=78)*(SEG$(A$,2,1)="W"
)THEN 4580
4860 IF (K=89)*(SEG$(A$,2,1)="W"
)THEN 4590
4870 IF (K<>89)+(K<>78)THEN 4820
4880 CALL HCHAR(22,4,32,LEN(A$))
4890 RETURN
4900 STOP
4910 FOR I=1 TO 5
4920 CALL SOUND(300,-1,0)
4930 CALL SOUND(500,-2,29)
4940 NEXT I
4950 CALL SOUND(3000,-1,0)
4960 A$="YOU RAN OUT OF TIME"
4970 GOSUB 4760
4980 A$="YOUR DEAD PLAYER "&CHR$
(49+PLR)
4990 GOSUB 4760
5000 CALL HCHAR(Y,X,U)
5010 GOTO 4560
5020 FOR I=1 TO 6
5030 CALL SOUND(200,110*I,9-I)
5040 NEXT I
5050 FA(PLR)=0
5060 HELP(PLR)=0
5070 RETURN
```

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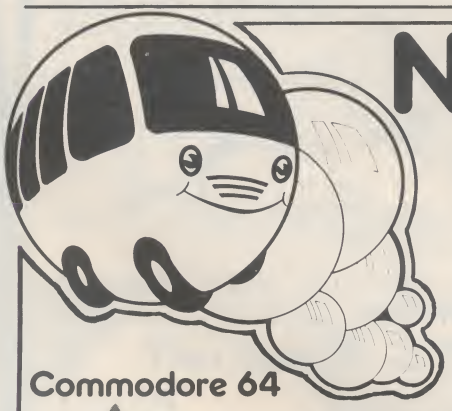
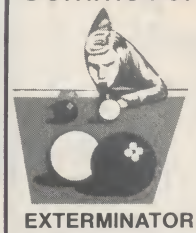


Commodore 64



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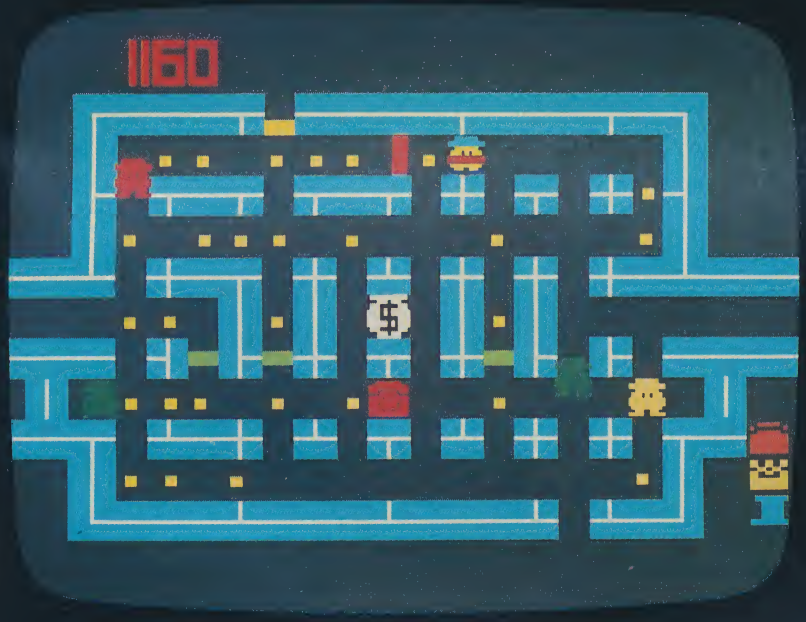

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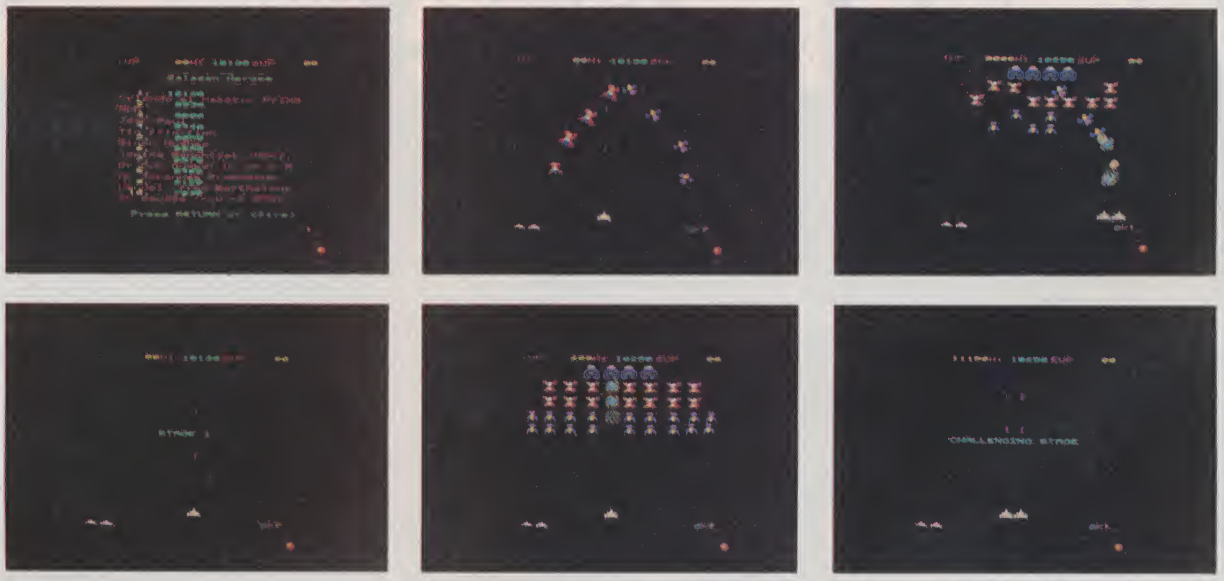

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```
0 LE=1:I=0:J=0:GOSUB 8000
1 SC=0:BC=0:GO TO 60
2 REM                                    !     David Rawlings
3 REM ! MISSILE ATTACK        !
  !       copyright 1982 !
4 REM
5 A=A+2:B=B+2:RETURN
6 A=A+2:B=B-2:RETURN
7 A=A+2:RETURN
9 A=A-2:B=B+2:RETURN
10 A=A-2:B=B-2:RETURN
11 A=A-2:RETURN
13 B=B+2:RETURN
14 B=B-2:RETURN
15 RETURN
20 FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:COLOR RND(0)*4:PLOT XX,YY:NEXT YY:NEXT XX
21 COLOR 0:FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:PLOT XX,YY:NEXT YY:NEXT XX:RETURN

60 IF REP>0 THEN 100
70 DIM CITMID(6),CITY(6),X1(10),DEL(10),START(10),X(10),Y(10),COL(10),C(4)
100 FOR I=0 TO 6:CITMID(I)=I*21+16:CITY(I)=0:NEXT I
200 REM START POINTS,ANGLES,DELAY AND COLOR
201 TOT=0
205 CITY(3)=0
206 IF LE/2<>INT(LE/2) OR LE<1 THEN 210
207 GRAPHICS 18:POSITION 5,6:C=RND(0)*16:SETCOLOR 2,C,6:SETCOLOR 4,C,6:? #6;"BON
US x ";INT(LE/2)+1
208 FOR W=1 TO 75:SOUND 1,RND(0)*10+1,10,8:NEXT W:SOUND 1,0,0,0
210 GOSUB 4000
215 Z=LE+5:IF Z>10 THEN Z=10
220 FOR I=1 TO Z
230 START(I)=INT(RND(0)*19)*7+16
240 X1(I)=INT(RND(0)*9)-4
245 IF X1(I)=0 THEN 240
250 DEL(I)=INT(RND(0)*7)
255 X(I)=START(I):Y(I)=12
260 NEXT I
290 FOR Q=1 TO 10:COL(Q)=0:NEXT Q
300 FOR Q=1 TO Z:COL(Q)=3:NEXT Q
500 REM MAIN LOOP
510 F=20:SOUND 3,10,10,12:GOSUB 5000:SOUND 3,0,0,0:FOR W=1 TO 200:NEXT W
515 A=80:B=30
520 FOR L=1 TO 24:SOUND 0,L,8,2
540 FOR I=1 TO 10:TRAP 550
545 COLOR 0:PLOT A,B:GOSUB STICK(0):COLOR 2:PLOT A,B
546 GOSUB 2500
550 IF DEL(I)>0 THEN DEL(I)=DEL(I)-1:GOTO 680
555 TRAP 680:COLOR COL(I)
557 IF COL(I)=0 AND Y(I)>73 THEN 660
560 PLOT START(I),12:DRAWTO X(I),Y(I)
660 IF Y(I)=76 THEN IF COL(I)=3 THEN GOSUB 2000
670 X(I)=X(I)+X1(I):Y(I)=Y(I)+4
680 NEXT I
700 NEXT L:FOR W=1 TO 150:NEXT W:SOUND 0,25,8,1:FOR W=1 TO 200:SOUND 0,0,0,0
710 GOSUB 12000
720 REM SCORING
730 IF F=0 THEN 740
735 F=F-1:BO=BO+5*(INT(LE/2)+1):GOSUB 5000:SOUND 0,20,10,8:SOUND 0,0,0,0:GO TO
30
740 FOR I=0 TO 6
745 IF I=3 THEN I=4
750 LOCATE CITMID(I),76,Q:LOCATE CITMID(I),77,R:IF R<>2 AND S<>2 THEN CITY(I)=
GOTO 755
752 BO=BO+50*(INT(LE/2)+1):GOSUB 5000
753 COLOR 0:FOR X=72 TO 79:PLOT CITMID(I)-3,X:DRAWTO CITMID(I)+3,X:NEXT X
754 SOUND 0,20,10,8:SOUND 0,0,0,0
755 NEXT I
760 REM
850 FOR W=1 TO 500:NEXT W
855 FOR S=1 TO 260 STEP 10:SOUND 0,S,10,8:NEXT S:SOUND 0,0,0,0
860 SC=SC+BO:BO=0:GOSUB 5000:FOR W=1 TO 1000:NEXT W
```

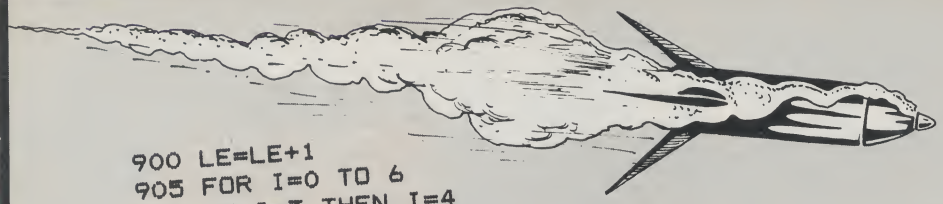
Illustration: Dorian Cross

RUNS ON AN ATARI 400-800 IN 16K

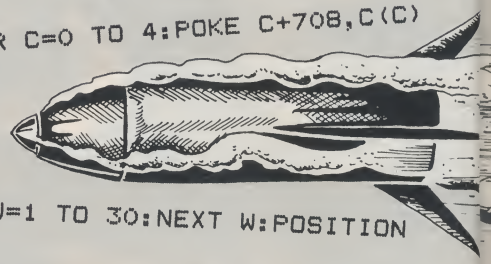
BY DAVID RAWLINGS

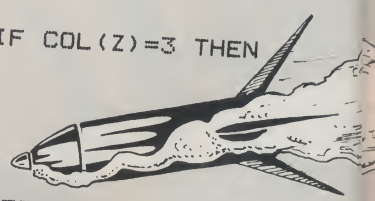
High above the planet the alien attack fleet awaits the final order to launch their deadly heat seeking missiles. Meanwhile on the planet's surface the defence system is on Red Alert. All shields are up ready to defend the cities and lasers are at the ready — preparing to blast the missiles out of the atmosphere as they race toward the gleaming spires and towers of the vunerable cities. What will the outcome be? Will the cities be saved? Or will the alien attackers reduce them to piles of smoking rubble? only you will know. You are in charge of the defence systems which protect those all important cities. Can you save them? Play On!

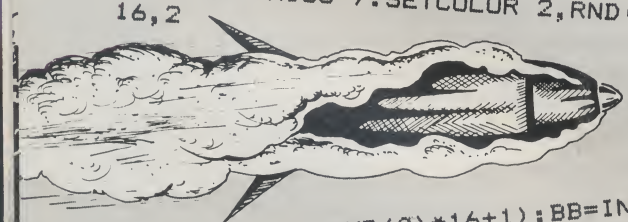
MISSILE ATTACK

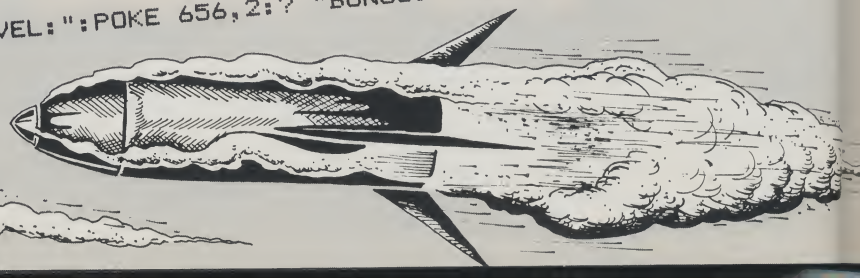


```
900 LE=LE+1
905 FOR I=0 TO 6
906 IF I=3 THEN I=4
907 TOT=TOT+CITY(I):NEXT I
908 TOT=TOT-INT(SC/10000)+BC
909 IF TOT<>54 THEN 920
910 GRAPHICS 2+16:SETCOLOR 4,3,2:SETCOLOR 4,3,2:POSITION 5,5:? #6;"the end";:POS
ITION 2,7
915 ? #6;"SCORE: ";SC;:IF SC>HS THEN HS=SC
916 POSITION 5,9:? #6;"HS=";HS:FOR WW=1 TO 1500:NEXT WW
917 FOR AA=0 TO 6:CITY(AA)=0:NEXT AA:REP=REP+1:GOTO 0
920 TOT=0
930 IF INT(SC/10000)=BC THEN 990
940 FOR C=0 TO 4:C(C)=PEEK(C+708):NEXT C:GRAPHICS 1:FOR C=0 TO 4:POKE C+708,C(C)
:NEXT C
950 FOR C=0 TO 10:POSITION 5,10:? #6;"BONUS CITY":FOR W=1 TO 30:NEXT W:POSITION
5,10:? #6;"bonus city"
960 FOR W=1 TO 30:NEXT W:NEXT C:BC=BC+1
970 FOR C=1 TO 100:CC=INT(RND(0)*7):IF CC=3 THEN CC=4
975 IF CITY(CC)=9 THEN CITY(CC)=0:GOTO 990
977 NEXT C
990 GO TO 200
1000 REM
2000 LOCATE X(I),77,Q:IF Q=2 THEN GOSUB 7000
2015 FOR W=1 TO 4:SOUND 1,W*6,8,8:TRAP 2030:COLOR W:PLOT X(I),75:PLOT X(I)+1,74:
PLOT X(I)+1,76:PLOT X(I)-1,76
2020 PLOT X(I)-1,74:PLOT X(I),73:PLOT X(I),77
2030 NEXT W:SOUND 1,0,0,0:Y(I)=76
2040 RETURN
2500 IF STRIG(0)=1 OR CITY(3)=9 OR F=0 THEN RETURN
2505 LOCATE 79,75,Q1:LOCATE 79,76,Q2:IF Q1<>2 AND Q2<>2 THEN CITY(3)=9
2510 COLOR 2:SOUND 1,2,8,8:PLOT 79,73:DRAWTO A,B:COLOR 0:PLOT 79,73:DRAWTO A,B:S
OUND 1,0,0,0:F=F-1
2520 COLOR 1:PLOT A,B-2:PLOT A-1,B-1:DRAWTO A+1,B-1:PLOT A-2,B:DRAWTO A+2,B:PLOT
 A-1,B+1:DRAWTO A+1,B+1
2530 PLOT A,B+2
2570 COLOR 0:PLOT A,B-2:PLOT A-1,B-1:DRAWTO A+1,B-1:PLOT A-2,B:DRAWTO A+2,B:PLOT
 A-1,B+1:DRAWTO A+1,B+1
2580 PLOT A,B+2
2600 FOR Z=1 TO 10:IF ABS(X(Z)-A)<4 THEN IF ABS(Y(Z)-B)<4 THEN IF COL(Z)=3 THEN
COL(Z)=0:SC=SC+10:GOSUB 20
2610 U=1
2620 NEXT Z:GOSUB 5000:RETURN
3000 REM
4000 REM SET UP SCREEN
4010 GRAPHICS 7:SETCOLOR 2,RND(0)*16,2:SETCOLOR 4,RND(0)*16,8:SETCOLOR 0,RND(0)*
16,2
4020 AA=INT(RND(0)*16+1):BB=INT(RND(0)*16+1):IF AA=BB THEN 4020
4025 SETCOLOR 0,AA,10:SETCOLOR 1,BB,10:COLOR 1
4060 FOR X=76 TO 79:PLOT 0,X:DRAWTO 159,X:NEXT X
4070 PLOT 0,73:DRAWTO 0,75:PLOT 1,74:PLOT 1,75:PLOT 2,75
4080 PLOT 159,73:DRAWTO 159,75:PLOT 158,74:PLOT 158,75:PLOT 157,75
4100 FOR I=0 TO 6:COLOR 2
4105 IF I=3 THEN I=4
4107 IF CITY(I)=9 THEN 4120
4110 FOR X=CITMID(I)-3 TO CITMID(I)+3:PLOT X,78:DRAWTO X,76-RND(0)*3:NEXT X
4120 NEXT I
4130 PLOT 76,77:DRAWTO 82,77:PLOT 76,76:DRAWTO 82,76:PLOT 77,75:DRAWTO 81,75:PLO
T 78,74:DRAWTO 80,74:PLOT 79,73
4140 POKE 752,1:POKE 656,0:? "LEVEL:":POKE 656,2:? "BONUS:":POKE 656,0:POKE 657,
```

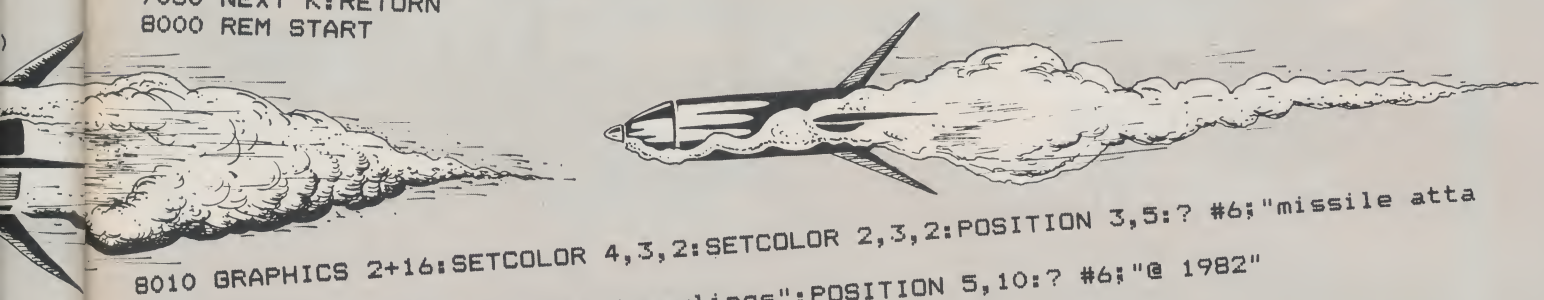




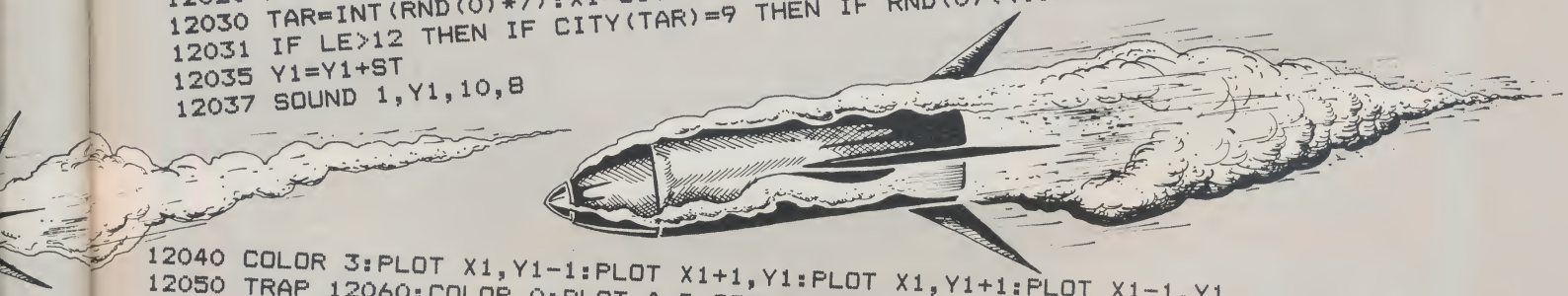




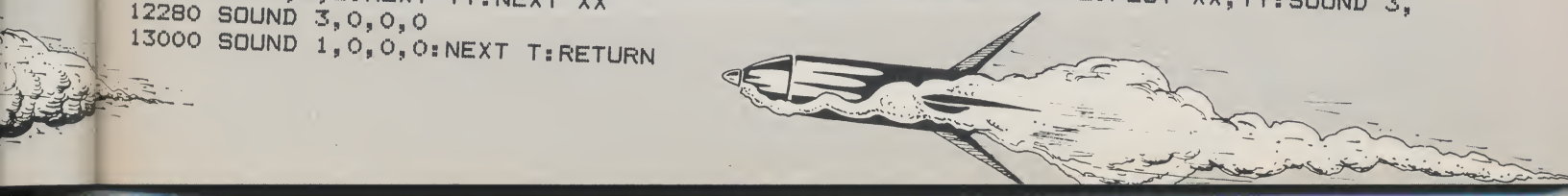
```
27:? "FUEL:"
4150 POKE 656,2:POKE 657,27:? "SCORE:"
4160 POKE 656,1:POKE 657,10:? "HIGH SCORE=";HS;
4900 RETURN
5000 POKE 656,0:POKE 657,8:? LE;:POKE 657,32:? F;" "
5010 POKE 656,2:POKE 657,8:? BO;"    ";:POKE 657,33:? SC;:RETURN
7000 FOR E=1 TO 200 STEP 5:SOUND 2,E,8,8:NEXT E
7005 V=X(I):FOR K=3 TO 0 STEP -1:COLOR K:PLOT V,78:DRAWTO V-3,78:PLOT V,78:DRAWT
0 V-3,76:PLOT V,78:DRAWTO V-2,75
7010 PLOT V,78:DRAWTO V,74:PLOT V,78:DRAWTO V+2,75:PLOT V,78:DRAWTO V+3,76:PLOT
V,78:DRAWTO V+3,78:NEXT K
7020 FOR K=3 TO 0 STEP -1:COLOR K:FOR XP=X(I)-6 TO X(I)+6 STEP 2:PLOT V,78:DRAWT
0 XP,72:NEXT XP:SOUND 2,E,8,K*3
7030 NEXT K:RETURN
8000 REM START
```



```
8010 GRAPHICS 2+16:SETCOLOR 4,3,2:SETCOLOR 2,3,2:POSITION 3,5:? #6;"missile atta
ck"
8020 POSITION 3,9:? #6;"david rawlings":POSITION 5,10:? #6;"@ 1982"
8025 POSITION 3,7:? #6;"HIGH SCORE=";HS;
8030 FOR W=1 TO 500:NEXT W
8035 FOR I=1 TO 40
8040 XX=INT(RND(0)*20):YY=INT(RND(0)*12)
8045 POSITION XX,YY:? #6;"*";
8046 SETCOLOR 4,YY,2:SETCOLOR 2,YY,2
8047 FOR II=1 TO 75 STEP RND(0)*7+4:SOUND 0,11,8,8:NEXT II:SOUND 0,0,0,0
8050 NEXT I:FOR W=1 TO 200:NEXT W:XT=0
8090 POSITION 4,2:? #6;"press START":GOTO 8097
8095 POSITION 4,2:? #6;"press start"
8097 FOR W=1 TO 30:NEXT W
8100 XT=XT+1:IF PEEK(53279)<>6 THEN GO TO 8090+10*(XT/2-INT(XT/2))
8200 RETURN
12000 REM SUBR FOR SPACESHIPS
12010 IF LE<2 THEN RETURN
12020 FOR T=0 TO LE-4
12030 TAR=INT(RND(0)*7):X1=CITMID(TAR):Y1=6:ST=LE/3:IF ST>5 THEN ST=5
12031 IF LE>12 THEN IF CITY(TAR)=9 THEN IF RND(0)<(0.5+LE/50) THEN 12030
12035 Y1=Y1+ST
12037 SOUND 1,Y1,10,8
```



```
12040 COLOR 3:PLOT X1,Y1-1:PLOT X1+1,Y1:PLOT X1,Y1+1:PLOT X1-1,Y1
12050 TRAP 12060:COLOR 0:PLOT A,B:GOSUB STICK(0):IF LE<10 THEN GOSUB STICK(0)
12055 COLOR 2:PLOT A,B
12060 COLOR 0:PLOT X1,Y1-1:PLOT X1+1,Y1:PLOT X1,Y1+1:PLOT X1-1,Y1:SOUND 1,Y1*2,1
0,8
12100 IF Y1<77 THEN 12200
12105 FOR E=1 TO 200 STEP 5:SOUND 1,E,8,8:NEXT E
12110 TRAP 13000:FOR XX=X1-5 TO X1+5 STEP 2:FOR YY=Y1-5 TO Y1+5 STEP 2:COLOR RND
(0)*4:PLOT XX,YY:NEXT YY:NEXT XX
12115 SOUND 1,0,0,0
12120 COLOR 0:FOR XX=X1-2 TO X1+2:FOR YY=Y1-6 TO Y1+2:PLOT XX,YY:NEXT YY:NEXT XX
12150 SOUND 1,0,0,0
12190 GO TO 13000
12200 GOSUB 2500
12210 IF U<>1 THEN 12035
12250 U=0:IF ABS(A-X1)>3 OR ABS(B-Y1)>3 THEN GOTO 12035
12255 SOUND 3,150,4,6
12260 U=0:FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:COLOR RND(0)*4:PLOT XX,YY:NEXT YY:
NEXT XX:SC=SC+200
12270 GOSUB 5000:COLOR 0:FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:PLOT XX,YY:SOUND 3,
RND(0)*256,8,6:NEXT YY:NEXT XX
12280 SOUND 3,0,0,0
13000 SOUND 1,0,0,0:NEXT T:RETURN
```



Christmas Ideas From SHIVA

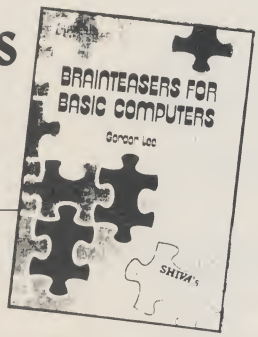
Computing: A Bugs Eye View

Cosgrove

This collection of amusing, witty cartoons will make a super gift for any computer enthusiast!

£2.95

Brainteasers for BASIC Computers

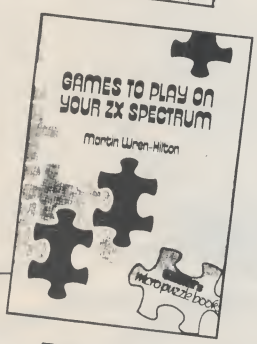


Gordon Lee £4.95

Games to Play on your Oric-1

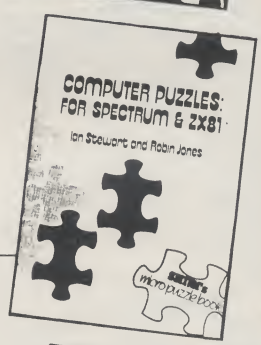
Czes Kosniowski £4.95

Games to Play on your Spectrum



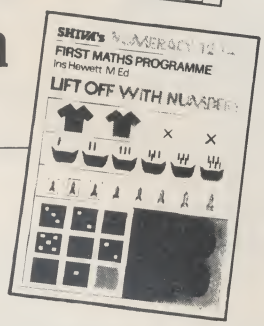
Martin Wren-Hilton £1.95

Computer Puzzles: for Spectrum & ZX81



Ian Stewart & Robin Jones £2.50

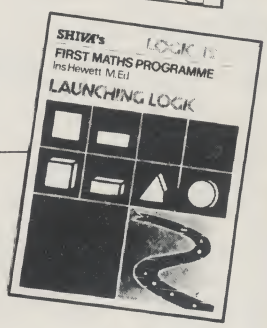
Lift off with Numbers



Iris Hewett £14.95

A tape of five educational games introducing numeracy for running on the BBC Micro Model B.

Launching Logic



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September is the last month to qualify for the Black Hole championship. However, from October the sender of the highest valid score each month will win software of their own choice to the value of £50.

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Waldo the Wizard — the Game network's trademark

PLAY

The cable TV revolution won't just mean more sport and soap operas beaming into your front rooms. Computer games will also be zapping down the cables to provide yet another way of getting software for your micro. TIM METCALFE takes a look at two cable games services which will come on-line early next year. Will cable change the face of video gaming?

PICTURE the scene. A bored family sitting around the TV, watching yet another repeat of *The Good Life*. Suddenly there's a flash of light, a puff of orange smoke and a strangely dressed being appears through the screen!

"Hi! I'm Captain Cable, defender of the viewer," says the odd visitor." My mission is to protect YOU from TV boredom. No longer do you have to suffer the tyranny of the dreaded repeat. I can bring you the TV programmes of your dreams — and computer games too!"

Soon the family are happy and laughing again, playing the latest space shoot 'em up on their special cable games console supplied by Captain Cable. "Gee, thanks Captain," says little Bobby, "We'll never have to watch *Game for a Laugh* again!".

Well, maybe the arrival of cable television won't be so dramatic in your home, but there's no doubt that it will change the way you use your TV.

If you are lucky enough to live in an area where there is already a cable system linking your home with a "head end" station — that's where the films, games and news come from — you should be able to get a games service shortly after cable TV starts early next year.

Two major companies are going to provide a computer games service to subscribers when cable TV gets under way. W. H. Smith have come to an agreement to distribute services provided by The Games Network, a Californian company. And Thorn-EMI will be using their own cable networks to send games for popular micro-computers into your homes on their Telesoftware system.

The two systems illustrate the different approaches to playing games by cable. The W. H. Smith service, The Games Network, will be offered as a package to companies operating a cable system — who in turn will sell it to you the customer.

The Games Network needs a special computer to download the games, you can't just plug your own home micro into the system. This machine is called The Window and is a 64k micro custom built for The Games Network.

Subscribers to the network will be able to chose from 20 different games each month — selecting the game and playing it using The Window. Each month at least five new games will replace the least popular offerings on the system. The games are stored on a head-end computer system, which includes a fail-safe back-up to prevent any problems.

It will be a 24 hour system too — so if you want to blast a few aliens at three o'clock in the morning you'll be able to do just that! W. H. Smith say that the cost to the subscriber will be around £10 per month. They reckon that if you wanted to play as many games per month as the network will provide you'd need to spend around £100 on tapes or cartridges.

Any of you having ideas about copying the games from the network system had better think again. The Window has built in security systems to prevent you doing it! There's no way you can save your favourite game, you have to pay as you play.

Initially The Games Network will use games written in the U.S. but W. H. Smith say they want to gradually introduce British written software into the system.

The Games Network was tested in California and started in earnest in September this year. In the States the network recommends that cable companies charge subscribers $49.95 to install the computer. The cable company keeps $15 of the installation fee and the customer gets $20 back when he ends his subscription.

Thorn-EMI hope to hold several of the cable franchises when the Government decides later this year. They will

use their Telesoftware system to distribute games already available on their software catalogue.

The main difference is that unlike The Games Network, subscribers will be able to use their own micro. The games will download onto any of the popular home-computers including Spectrum, Atari, Texas, Vic-20, Commodore 64, BBC and, in the near future, the new Electron.

Subscribers will need a TV top adapter and Thorn-EMI are developing special cartridges for cartridge based machines to allow communication between the Telesoftware system and the computer.

The subscriber simply calls up a menu page, selects another page detailing games for his or her machine and then choses a game and downloads it.

Telesoftware hope to have up to 100 games on their system, again being monitored for popularity so changes can be made to the catalogue.

They also plan to use other software other than that marketed by Thorn-EMI.

They say they went for a cable distribution system rather than a telephone line system — like Micronet — simply because of the speed of downloading and number of games that can be stored on the head end computers.

Both W. H. Smith and Thorn-EMI are aware of the tremendous potential that cable systems have for testing out new games and discovering if they are winners or not. This would save a lot of time and money and popular games would soon find space on the packed software shelves.

The Government has invited applications for the first pilot cable franchises in August. By November this first dozen should have received the green light and by next year should be in operation. Thorn-EMI have applied for franchises in Scotland, Coventry and Leicester.

But many thousands of homes already have access to cable TV so they could be receiving a games service before the rest of the country.

It remains to be seen how popular playing-by-cable will be. Will micro owners give up buying software? Or will cable games be able to exist side by side with existing outlets for software?

Many experts are already predicting that cable TV will flop badly in this country. They reckon that people won't want to pay to watch — or play for that matter. But it's really up to you isn't it?

DIAL A VIDEO GAME!

BY CABLE

THE days of buying your software on cassette are numbered. The latest way of obtaining programs is called telesoftware. The tele part means the same as in television and telephone — Latin for "from far away" — which is the idea of telesoftware.

Instead of buying a program on a tape or cartridge you can now receive it, transmitted at the speed of light from a computer far away, into your own micro.

There are two ways of doing this. One is to transmit the program down a wire using either a specially installed cable or the existing phone line.

The alternative is to broadcast the software through the airwaves as a radio signal and let your micro decode it when it arrives.

Both systems are currently available and although they both allow you to "download" programs, there are also many differences between them. Let me explain . . . Both systems are very new. The newest, though, is run by the good old BBC and is currently available only for the BBC model B micro.

This telesoftware system is the latest addition to the BBC's Ceefax service which puts screens of written information on your television.

Until now there was only the normal information which everyone needs for their daily life, like the current share prices and today's price of fillet steak.

What the BBC had been dreaming of was to produce a Ceefax adaptor to enable BBC micro users to access Ceefax instead of the normal way which involved buying a special TV set for around £100 more than a normal one.

It was thought that, if the BBC micro could receive pages of information then why couldn't programs be transmitted on Ceefax pages and loaded into the micro? Well now they can.

This is the BBC's entry in the telesoftware stakes and there are currently around six to eight programs which you can download, as well as having full access to the rest of the Ceefax database.

You can also look at ITV's teletext service which is called Oracle although the BBC don't mention this. Anyway, Oracle doesn't have telesoftware on its pages.

To access Ceefax on your BBC you will need to buy the Acorn Teletext adaptor. This will cost you £225, for which you get the box of tricks itself, a ROM which you can install yourself without invalidating the guarantee, and a glossy 73 page manual.

Because the data from Ceefax is broadcast over the airwaves, communication is only one way. You'd need a pretty big transmitter in your garden to talk back!

This means that you can't, for example, say "send page 147". So what happens is that the Ceefax transmitter sends each page for about a fifth of a second and then sends the next and so on. Then it starts again from the beginning.

You tell the Teletext adaptor which page you want and the machine then waits for that page to come round, "grabs" it from the system and displays it on screen for as long as you wish.

Although there is no real limit to the number of pages which are available on Ceefax, it is kept at around five to six hundred to keep access times as short as possible. One complete cycle takes 15 seconds.

It's not as simple as that, though. Each page, of which there are a couple of hundred, can have up to 99 sub-pages which are extensions of that page. So a screen which is labelled 147 5/8 means page 147, sub page 5 of 8.

The computer cycles through the pages transmitting all the sub page 1's, then cycles again transmitting the 2's and so on. So if you're looking for a certain frame it may take time. If you are downloading a 10-page Basic program though, and the first page the machine finds is sub-page 5, then it will load from there and pick up the first four frames when they come round.

This works on Basic programs only — if you are waiting for a text or machine code file then the chances are that it will have to wait and start from the front page.

The most important and useful difference between Ceefax on a special TV and Ceefax on a BBC micro is that a Basic program on a BBC can access pages from Ceefax as if they were stored in the computer's memory and then manipulate them.

For example, there is a program which asks you to choose a menu for a dinner party from a wide range of ingredients. When you have chosen, the computer looks up the "today's food prices" page on Ceefax, extracts the prices of the items chosen and shows you what you would expect to pay for the meal.

If the program is used again the next day, then new prices will be used.

Ceefax is not seen as being a long term software library, and there will only be about seven or eight programs available at one time. These will be changed every 14 days. There will also be software to tie in with schools television broadcasts, and this will be changed weekly to coincide with the programmes.

The other way of receiving telesoftware is via direct wire link between your micro and the computer which is sending the program.

To avoid laying extra cables, most of these systems use the existing telephone line. Such a system is Micronet 800.

Micronet (to its friends) is a large database of information held on an even larger database called Prestel. Prestel is run by British Telecom and owing mainly to the cost of the hardware needed, had only about 10,000 members as of last year.

These were mainly business users. Then someone had the idea of opening an area of Prestel especially for micro users, with the micro doing most of the work of decoding the signals from the phone. All that would then be needed would be a simple piece of equipment to link the micro to the phone.

This system is called Micronet and began operation in April of this year. It starts on page — you guessed it! — 800 of Prestel and has space for around 30,000 frames.

Membership of Micronet also gives you access to the rest of Prestel, which totals some 250,000 pages. Some of these are for private use by certain companies but most are freely available to look at. Micronet also offers telesoftware, with a range of programs which can be downloaded via the phone into your computer.

Transmission on Prestel is two-way. As well as being sent information, you can also send data from your set to the Prestel computer.

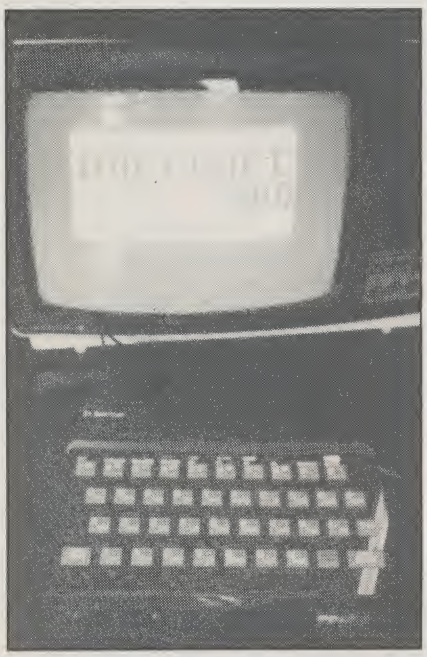
This means that you can request a particular page and Prestel will transmit it to you.

Data from Prestel to you is transmitted at 1200 baud, which is the same speed as loading from cassette. There is hardly any delay between pages on longer multi-frame programs.

Because you are on line to a live computer when using Micronet, there is a lot more available to you besides telesoftware. But for the same reason, the computer knows who you are and what telesoftware you are downloading and what other pages you are looking at.

So every three months you receive a Prestel bill, as well as a severe shock when your phone bill arrives!

Micronet can currently be used on the Spectrum, BBC, Apple and Tandy. Link-up for more computers is planned.



The BBC Teletext adaptor (above) and Spectrum with Micronet modem.

There are at least a hundred free programs on the system for each computer, which can be downloaded for the cost of a phone call. There are also programs which will cost you money. These are either written by contributors or by professional software houses.

You can download the latest releases from the major companies more cheaply than ordering the cassette. However, if you then have trouble saving the program on cassette you've lost your money.

These charges go on your Prestel bill, as does your Micronet subscription. About 80% of Prestel pages are free.

There is also a charge for being connected to the Prestel computer. During office hours your bill increases by 5p a minute, but at other times it is free.

These are the two database/telesoftware systems currently available in this country.

To connect to Micronet costs between £60 and £150 for the modem to link the computer to the phone, depending on your micro, BBC is the cheapest.

You also need to register as a Prestel user which costs £5 a quarter, and as a Micronet user which is £8 a quarter.

Then there are telephone charges and also page charges, although these can be avoided.

The BBC Teletext adaptor costs £225. Once you have paid for it then there are no other charges at all. You can download programs and access the entire Ceefax database as often as you like.

The entire database, though, is only 500 pages in length while Micronet alone has 30,000. Prestel has nearly ten times more. The Prestel and Micronet system is available 24 hours a day, seven days a week. Ceefax is available only while the BBC transmitters are active: from around 6.30am to 1am.

Both systems are quite accurate in the transmitting of data. The telephone line is quite acceptable for Micronet, although the BBC recommends an outdoor aerial for Ceefax reception, unless you live next door to a transmitter.

Micronet is a two-way system. You can send data to Micronet, and even send messages to a fellow subscriber, which will be waiting for him or her when they next use Micronet.

A home banking section has just been introduced whereby you can handle your account, pay bills and see your statement while sitting at home watching TV!

Transmission of Micronet pages is at 1200 baud and, like Ceefax, you can fit about 1k of program on a frame.

Although Ceefax transmission is faster and can download a single-frame program in hardly any time at all, multi-frame programs take as many 15-second cycles as there are frames.

I watched a 20-page program loading. It took six minutes. The maximum program size which you can download is governed by the amount of RAM which the micro uses to process the telesoftware and other data.

Installing the telesoftware ROM in a BBC reduces RAM by around 1.5k, whereas the Micronet-handling software takes 17k of the 32k available to a BBC B user. (One of the reasons why Micronet won't run on a model A).

So now it's make-your-mind-up time. You can either get into the telesoftware habit or carry on sending off for cassettes.

If you'd like to get into this new technology and have a BBC micro then you're lucky enough to have a choice.

If you've got a different computer then you can either join Micronet or hope that someone will make a Teletext adaptor for your machine.

BY ROBERT SCHIFREEN

CHOOSING A HOME MICRO

WARNING

Choosing a home micro can be a daunting task to the newcomer, and with an ever increasing number of micros emerging on the market, even up-grading, say, from a ZX81 can be a risky and expensive exercise if the wrong decision is made. It is important to look at the real facts and specifications, and check exactly what you get for your money before choosing your micro-computer system.

THE PITFALLS

"DON'T LET THE ADD ONS ADD UP"

A number of large companies are offering packages that seem to be good value and low cost.
These offers usually have a hidden sting inasmuch as the essential accessories such as connection leads, peripherals and software often carry very high cost premiums.
e.g. software for low cost hardware usually costs between £29 and £49 for a ROM cartridge!!

CHECK THE QUALITY OF THE PRODUCT.

Raw materials are now an area where corners can be cut, and shoddy workmanship during 'building' can effect the 'up-time' of your unit.
Areas to watch out for are unreliable edge connectors, corrosion and poor quality P.C.B.s. Low quality components and bad design will seriously effect the reliability of the end product, and can lead to false economy.

DON'T BUY A GAMES MACHINE

Unless you want just games and nothing else! With a games computer you are limited.
Some computers, however, have the advantage of both games facility plus the whole world of computing to explore, as your interest and skills develop. A real computer system will allow you to expand your knowledge of the Hi-Technology world, and help earn its keep with its added uses in the field of education, communication and home business use.

SOFTWARE

Make sure the system you choose has a growing library of support software, to enable you to realize the full potential of your machine.

KEY POINTS TO LOOK FOR

● High Resolution Colour

In general most home computers have a poor graphics resolution (or detail). Check on the vertical and horizontal resolution in graphic mode and multiply the two numbers together. If the result is less than 35,000, then the graphics can hardly be considered high resolution.
Without high resolution graphics displays such as those used in games tend to be "Chunky" in appearance.

● High Quality Sound

Some computers claim to provide a sound channel when in reality all that can be found inside the computer is a small buzzer controlled by electronic pulses. At the very least a sound facility should provide more than one channel and a raise channel as well (for gun shot effects in games for example). The best systems also provide envelope control of the sound channels to produce very sophisticated effects; very important for generating music. Also look for the ability to connect to external amplifiers.

● Keyboard

For accurate entry of programs and data into a computer it is important that the keyboard has a good tactile feel in operation. Coupled with acoustic feedback the user is fully aware when the computer has accepted his/her actions. Also of importance in a keyboard is layout. A standard computer keyboard layout will familiarise the user with the vast majority of computers used in the world of business and professional applications; very important if the purpose of purchasing a computer is educational.

● RAM

One of the most important features of a computer is the amount of RAM, or memory, included. In general the more powerful and exciting a computer program is the more RAM it requires. But take care, all computers are advertised quoting the total RAM used in the system. Computers use up a great deal of their own RAM for storing essential data and particularly in supporting the graphics display and the CPU.
If it is less than 32K think again, is it enough?

● Computer Language

It is too dificult to program a computer in its own binary language so high level languages are used, the most popular being BASIC. However, there are a number of BASICs, some being very different from the rest.
A de facto standard in the computer industry is Microsoft BASIC.
Learn this one and you will be able to program in the majority of computer BASICs; such an important point if a home computer is to be used to educate your children to face the technology of the future.

● Expansion

As your interest and knowledge of computing grows, you will need a computer system that will grow with you; able to accommodate Printers, Disk-drives, Joysticks, Communications Modem, and Colour Monitor, as well as produce HI-FI sound effects.

Choosing the right system carefully will save you from throwing your money away. Check full specification, plus peripherals and software prices, before you buy. Preferably choose a Real computer system that can expand to meet your needs.

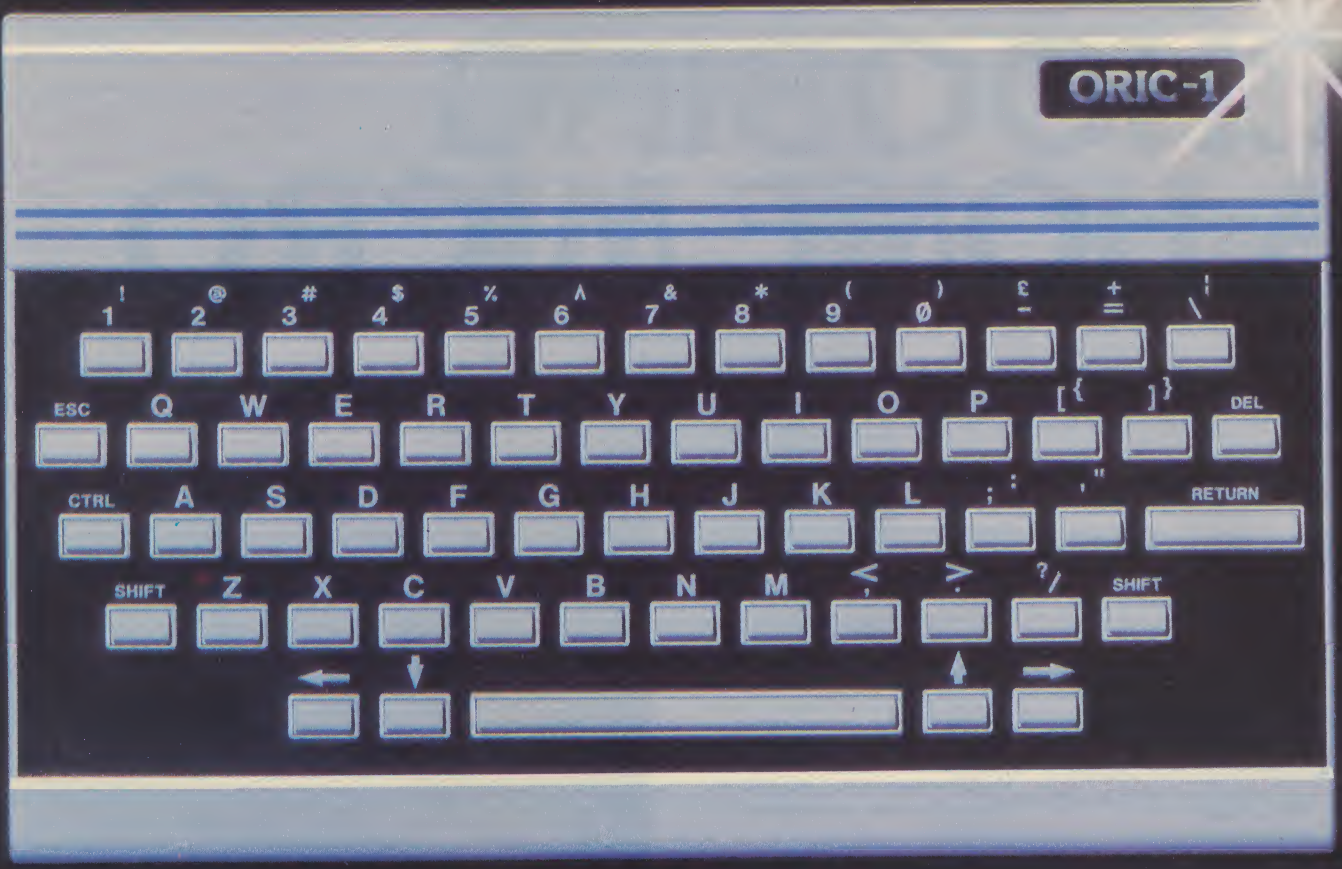
● Software

The computer you choose should have a growing selection of utility software to make the most of its capability.
Remember, computing is here to stay. You can't learn to compute on a toy, or a device which does not behave like a real computer.
In short, look out for a computer which offers all the points above, and you will be sure of getting the best value for money.

To find out which company offers you the right choice, with:-

- Good value, high specification, quality micros.
- A quality, 4 colour, plain paper printer/ plotter.
- Communications Modem.
- Micro Disk Drives.
- Comprehensive and growing range of software

TURNOVER... →



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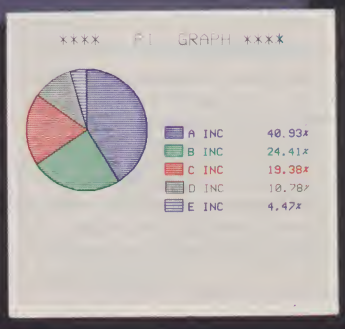

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Superb styling / Full colour display		High Resolution colour graphics 240 x 200 pixels	
Choice of 16K or 48K RAM		Real computer language programming – Basic / Forth	
Latest design technology and circuitry		Teletext/Viewdata compatible graphics (28 rows x 40 characters)	
Real sound – 8 octaves plus Hi-Fi output		Cassette Port & R.G.B. output.	
Centronics printer interface		Fully supported and growing software library	
Colour printer / Disk Drives		A fully expandable system for home, education & small business use	
Communications Modem		Full range of peripherals to support your system...	

ORIC-1 Setting todays standard in Quality and Price.

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OFFER PRICE £129.95

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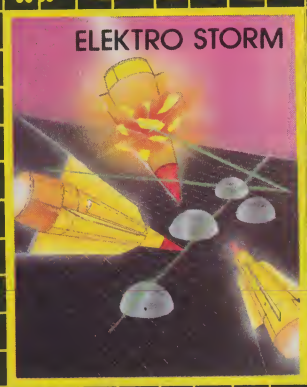

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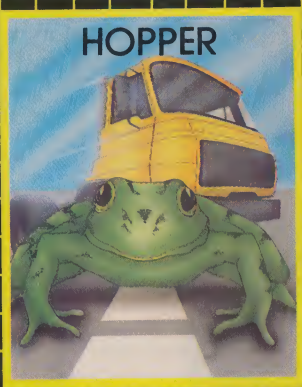

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Features include: 6 lanes of traffic, diving turtles, crocodiles & flies.

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The MASTER CONTROL PROGRAM has ordered you to race your light cycle on the infamous grid. This is an incredibly fast, adrenalin pumping game that is very addictive. There is an option to race against either another player or the computer – but we warn you its very very good!

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MAZE DEATH RACE

Drive your 500b.h.p. racing car around a giant maze (9 times the size of the TV screen on the ZX81 version, 32 times for the spectrum). Watch out for the hazards – oil, ice, fallen rocks etc. Not the least of your worries are the chase cars also in the maze – one touch with these means instant death!

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SPECTRUM 48K 4·95

PANIC

"It must be a nightmare" he screamed as he ran around the maze of floors, desperately climbing ladders to different levels in a vain attempt to evade the monsters.
He had only his neutron hammer to dig holes for the vile creatures to fall into, but even then he had to repeatedly hit them before they dropped to their deaths. As if that wasn't bad enough, the oxygen supply was running out!

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SPECTRUM 48K 5·95

Write to me at Bug Hunter, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Or 'phone me on 01-278 3881.

JETPAC — ULTIMATE

Those nasty little bugs don't just confine themselves to listings from magazines you know; they've been spotted recently happily living in many peoples copies of Jetpac, from Ultimate.

We've been getting quite a few calls saying that when trying to gain a massive score of Jetpac to enter our hall of fame contest the program seems to crash when the score gets to about 120,000. I haven't been able to try this myself as I can only manage just over 40,000 but I am assured that it does happen.

I have spoken to the Ultimate people and they said that they had never heard of such a bug. However, they did say that they will exchange your cassette of Jetpac if you think that it is faulty so the best thing to do if you suspect your cassette is to return it to Ultimate.

ARCADIA — IMAGINE

Another problem with professional software comes with Arcadia from Imagine, which also runs on a Spectrum.

Tudor Costigan wrote in to say that his spectrum crashed with an out of memory error at line 10:10 while he was playing Arcadia.

This occurred at level 244 with a score of 235,301. If anyone else has this problem, or can get anywhere near level 244, then let me know.

DRAUGHTS — ATARI

Thanks to everyone who wrote in to help me with the problem in our Draughts listing from July's issue. When typing the program into an Atari, line 109 would not fit as it was too long by four characters.

I have since discovered the solution so I award myself £5 for the following tip: you can set the left and right margins on the Atari by poking location 82 and 83 respectively.

Normally the left margin is set to four but to enter line 109 (and a couple of others) it is necessary to set the margins to allow a longer line. To do this, type POKE 82,0:POKE 83,39 <return> before typing in the program. If you have a partly typed copy on cassette then load the tape, type the POKEs and then correct your copy and resave it.

VARIABLES ON THE ATARI

Here's a tip for all Atari owners. This program occupies just 245 bytes on an 800 or 400 machine and will print out the values of all the current variables and also the total number of variables used.

To use it, type GOTO 5 and not RUN, otherwise you'll clear all the variables from the machine!

```
5 Graphics 0: POKE 752,1
10 X=2048:Y=0
20 IF PEEK (X)>90 THEN PRINT
   CHR$(PEEK(X)-128):X=X+1:GOTO
   20
30 IF PEEK(X)<48 THEN PRINT:PRINT-
   "THERE ARE ":Y:" VARIABLES.":END
40 PRINT CHR$ (PEEK(X)):
50 X=X+1:GOTO 20
```

If an open bracket character appears after a variable then it means that it is an array. Credit for this masterpiece goes to Guy Coleman from Stratford, London, E15, as does a cheque for £5.

VIC — QUEST — VIC-20

Our listing for the Vic in September's issue was Vic Quest, which worked perfectly when I tested it on our Vic. Our printer, though, was in need of a new ribbon which caused some difficulties with printing. We're saving up for a new ribbon, but in the meantime these are the places where you may have found your vision blurring:

Listing 1: line 1180 The 3 gosubs are 100, 150 and then 100 again. Line 1250 ends with POKE 633,131.

In listing 2:

```
980 V+1, 110
1000 X=11
1110 DEF FNR(
1250 IF E=33
1300 Z=P/20+1 . . . POKE 8121+B,32
1900 Z=P/50+1
3070 . . . F*22,41
3080 F=7703
3500 A$,F,1))+140
3520 POKE V,G*3
```

TURTLE HOP — TEXAS

In Turtle Hop, from September's issue, we economised on space by removing a couple of lines from the program. These were only REMs, which explains the non-existent line 3470. You can cure your turtle by adding line 3470 REM.

The monthly dose of Texas advice comes this time from Mr W. Locksmith from Upton, Chester.

He suggests the following improvements to Turtle Hop from September, to make the program run continuously instead of waiting for a key to be pressed.

This, I am told, makes the game a lot harder to play, so if you think that your are a grand master of the turtle hop then try this:

Remove the ELSE 1170 from line 1190 and insert these lines

```
1193 ON SK GOSUB 2720, 2590, 2590
1196 GOSUB 2180
1199 GOSUB 1390
```

and now see if you can still get such a massive score!

BY ROBERT SCHIFREEN

3D ESCAPE — ZX81

ZX81 owners were puzzled by line 1560 in 3D Escape from September. Although the line was printed out, it does not make sense in Sinclair Basic.

I loaded the tape which the author sent us and it was still there on the screen. I can only assume that our RAM pack has a fault in one of its bits, but I managed to find out the correct value by changing line 1570 to PRINT A.

The program then printed the numbers from 6 to 11, so it seems that the strange dollar sign should in fact be a number 1. Clever, eh?

Logjam — Atari: Logjam for the Atari from October's issue lost half a line during printing. Line 5330 ends in a lone "D". This should say DRAWTO 71,39.

Vic Tips: I said in October that SYS 256 is the same as LOAD. This is not quite correct; SYS 256 starts a machine code program which is at that location. Therefore it will only load if there is a relevant machine code program there.

Texas — Slalom: Slalom from October's issue for Texas works fine, except that your score is not set to zero after each run. To cure this, add the following line;

105 SCORE = 0

Manhatten Invasion — Spectrum: You may find that the program does not register hits and also that the missiles are not drawn correctly. You can correct this by adding a command to line 1 by typing

1 INK 7: GOTO 100

and the program will now work correctly.

Well that's it for another month. Remember that you can always talk to me about your computing problems on 01-278 3881 between 9.30 and 5.30 Monday to Friday. Any tips published in this column will earn £5.

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The Atari 800XL is unlikely to be available before Christmas, but is in any case no different from the 600 XL except all 64K RAM is built inside box.

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You pay 10% down, then 10% per month for a further 9 months, (to nearest penny). Example: Atari 600XL. Cash price 159.95. Credit terms £15.95 down, then £16.00 per month for nine months. Total £159.95 which equals the cash price.
Credit quotations on request. This offer subject to approval which may take up to 48 hours or more, and is only open to whose who live on UK mainland and are over 18. Please note that we act as credit brokers for this service.

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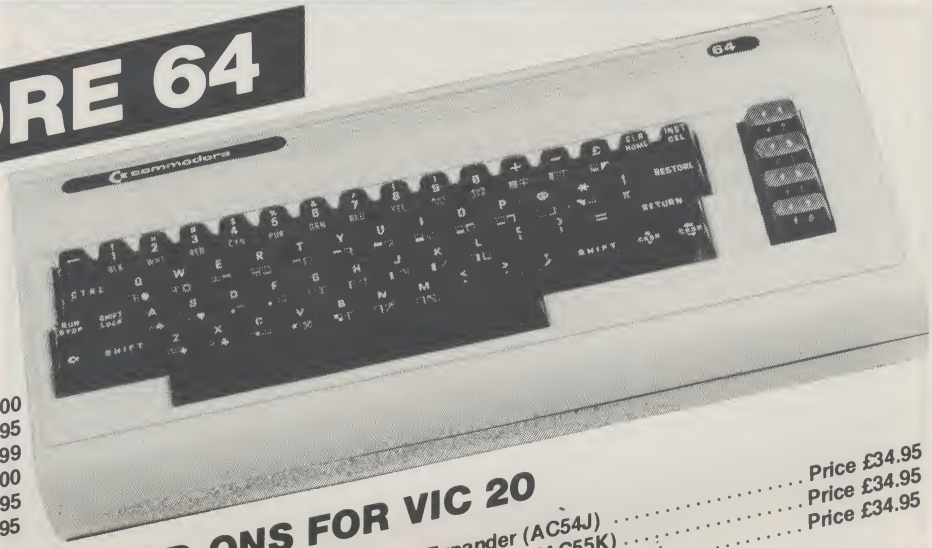

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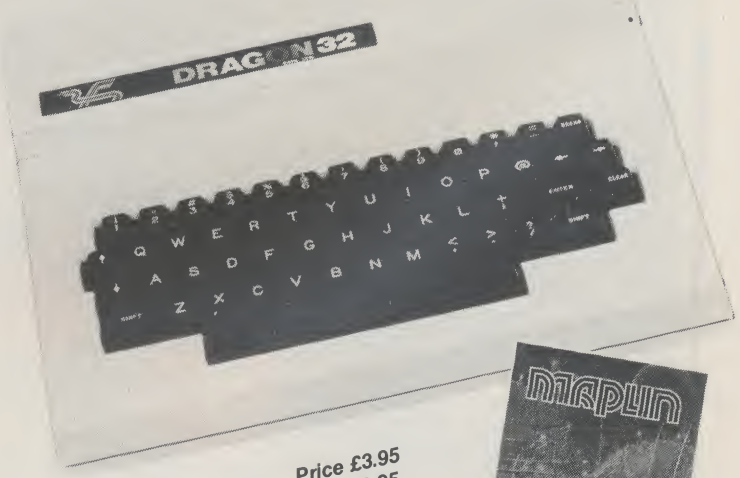

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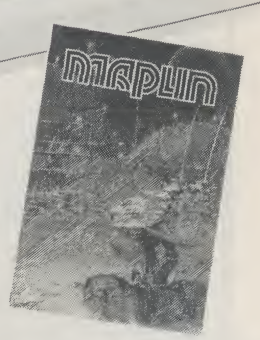

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WE'RE FALLING INTO O

Our resident science fiction expert David Langford leaps into the unknown to discover if there is any light at the end of the tunnel.

```
1 ' SPACE DROP copyright (C) 1983 David Langford
2 '
3 CLEAR1000
4 DEFINTA-Z
5 DIMS$(64)
100 CLS ' Instructions etc follow
101 PRINT@341,"### TUMBLE ###"
102 PRINT:PRINT
103 PRINT"HOW FAR CAN YOU TUMBLE DOWN THE GREAT HYPERSPACE RIFT?"
104 PRINT
105 PRINT"USE LEFT & RIGHT ARROW KEYS TO STEER INTO THE DEPTHS"
106 PRINT"AND SCORE POINTS BY RAMMING THE SINISTER ALIEN '#'"
107 PRINT"CRAFT AS THEY RISE (CUMULATIVE SCORE APPEARS AT LEFT
108 PRINT"WITH EACH SUCCESSFUL HIT)... BUT BEWARE OF HITTING
109 PRINT"ANYTHING ELSE! THE COUNTDOWN HAS STARTED---
110 FORX=1TO500 ' Countdown!
111 IFX<64THENS$(X)=CHR$(192+X) ' Store 'blank' graphics
112 PRINT@154,501-X
113 NEXTX
200 SC=0 ' Reset score for new game
201 ZL=15360
202 CLS ' Set variables for new round
203 PRINT@960," "
204 L=RND(20)+5 ' Left wall
205 R=RND(20)+5 ' Right wall
206 M=16255:Q=35:SP=32:SH=92
207 Z=ZL+L+RND(63-L-R) ' Ship position
208 DL=-1*RND(2) ' Left wall slope
209 DR=-1*RND(2) ' Right wall slope
210 DZ=0 ' Ship motion
211 T=128+RND(62) ' Wall graphics
300 ' Graphics
301 X=63-L-R
302 IF(ABS(DL)ORABS(DR))>1THENV=58ELSEV=62
303 PRINTSTRING$(L,T);S$(X);STRING$(R,T)
304 A$=INKEY$:IFA$=""THEN306' Arrow keys?
305 A=ASC(A$):IFA=8THENDZ=DZ-1ELSEIFA=9THENDZ=DZ+1
306 Z=Z+DZ ' Ship motion
307 ZZ=PEEK(Z):IFZZ<QTHEN310ELSEIFZZ>QTHEN501' Crash?
308 SC=SC+1 ' Score for hitting a #
309 PRINT@896,SC;:PRINT@960,"";
310 POKEZ,SH
400 ' Adjust tunnel width (partly random); random #s
401 IFRND(6)=1THENPOKEM+L+RND(X),Q:IFX<7THENDL=-DL:DR=-DR
402 LL=L+DL
403 RR=R+DR
404 IFLL+RR<VTHEN407
405 IFL>RTHENDL=-DR:GOTO402
406 DR=-DL:GOTO403
407 IFLL<1ORLL>50THENDL=-DL:GOTO402
408 IFRR<1ORRR>50THENDR=-DR:GOTO403
409 L=LL:R=RR
410 IFRND(20)>1THEN301
411 IFX<7THENRQ=RND(3)-2ELSERQ=RND(5)-3
412 IFRND(2)=1THENDL=RQELSEDR=RQ
413 IFX>2THENPOKEM+L+RND(X),T
414 IFRND(5)=1THEN211ELSE301' Random graphic shift
500 ' Crash: score displayed & flashing message
501 PRINT@832,STRING$(63,SP)
502 PRINT@923,"SCORE";SC
503 FORI=1TO20
504 PRINT@960,STRING$(27,191);" CRASH! ";STRING$(28,191);
505 POKEZ,SH
506 FORJ=1TO30:NEXT
507 PRINT@960,STRING$(63,SP);
508 POKEZ,ZZ
509 FORJ=1TO30:NEXT
510 NEXTI
511 ZL=ZL+64 ' Move ship down on screen - harder!
512 A$=INKEY$
600 IFZL<16255THEN202' Ship too low: game ends
601 PRINT@970,":: GAME OVER :: PRESS ANY KEY TO RESTART ::"
602 IFINKEY$<>""THEN200ELSE602
```

EVERYONE has dreams of flying or falling, so they say. Thinking again about pinching game ideas from SF, I realize that many stories feature flying or falling through endless passages or tunnels.

Alice in Wonderland must be one of the first — remember her drop down the rabbit hole? I've often wondered whether Carroll was inspired by the lad who, several years before *Alice*, fell 250 feet down a Great Western Railway tunnel shaft and all the way down kept shouting "Below!" to warn those underneath — thus proving at last that it wasn't the speed of the fall that killed you, just the sudden stop at the bottom.

In A. E. van Vogt's *Slan* — his most readable book, by the way, although it was his first — and Damon Knight's space-opera *Beyond the Barrier*, people in strange craft go diving straight down into the solid Earth.

Charles Harness's *The Paradox Men* features a terrifying plunge down a mile-high wall in an early chapter and an even more bizarre one into a bottomless sunspot near the end.

Samuel Delany's *Nova* has a spaceship steering down into an exploding sun and — because this nova is for some unlikely reason doughnut-shaped — through the hole to safety. All good rousing stuff; any SF fan will think of many more examples of the Long Drop.

Of course *Star Wars* swiped traditional SF ideas from everywhere (and then they had the nerve to complain that *Battlestar Galactica* plagiarised *Star Wars*!).

Sure enough, the ultimate assault on the Death Star involves a long hair-raising flight down this narrow trench like a steel railway-cutting, although even that wasn't as mind-blowing as the Star Gate sequence from *2001*.

Indeed these high-speed flights through narrow spaces and dizzy perspectives are powerful stuff — for absolutely dreadful psychological reasons, according to Damon Knight in a chapter of his *In Search of Wonder*, one of the more readable and unpretentious books *about* SF.

So if you enjoy the arcade game Scramble and its derivatives, you probably suffer from appalling neuroses. It's still healthier than being a science fiction writer!

I wanted to invent a mini-game which, without too much software, could perhaps conjure up this feelting of vertigo. Which reminds me that *Vertigo* is the title of a fine book by Bob Shaw, whose hero ends up having to plunge

OBLIVION

sickeningly down narrow shafts out of a hotel in the sky.

My version simply uses the left and right arrow keys to steer a tiny craft this way and that as it falls down a horribly irregular "tunnel".

You fall forever. You try not to hit the walls at left or right. Likewise you avoid the lumps of space-junk you pass on the way down; but you score points for ramming and destroying the # symbols which rise from the deeps.

Each time you crash, your replacement ship appears a bit further down the screen, giving you less time to see and plan for the obstacles ahead. When you're forced clear off the bottom of the screen, the game is over. Can you score 100 or 200 before then?

The listing suggests that the game's about zooming down an endless hyperspatial tube, avoiding debris while ramming alient nasties. It could just as well represent Alice falling down a convoluted rabbit-hole, seizing jars of orange marmalade while avoiding, er, bats or cats.

The listing is for a Tandy Model I Level II. It should transfer with some tinkering to most machines: the important thing is that the screen must have automatic scrolling, this being what gives the game that heady speed which my yawning friends have compared to a slug running amok. A few notes:

Line 111 takes advantage of the TRS-80 space-compression character codes, preparing an array of blank strings of all required lengths, saving time on STRING$ function calls later in line 303.

L, R and X represent, respectively, the width of the walls to left and right, and that of the space between them.

The more esoteric conditionals like lines 302 and 404 are concerned with making sure the "random" changes in tunnel width never actually close the path off altogether.

Line 305 alters your horizontal motion (the variable DZ) in a semi-realistic way according to pressings of arrow keys. A touch of the left-arrow adds a bit of leftward speed; another touch adds a bit more; a touch of the right-arrow at this point only reduces your leftward speed, another being needed to stop and yet another to set you moving to the right. Moral: don't build up huge speeds, it takes time to slow down!

The PEEKs and POKEs are nothing exotic — merely quick ways to handle some of the screen graphics.

Type in the listing, then, and thrill to the awful sensation of falling. Will you be able to sleep peacefully at night again?

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16/48K ZX Spectrum or 8K Expanded VIC 20

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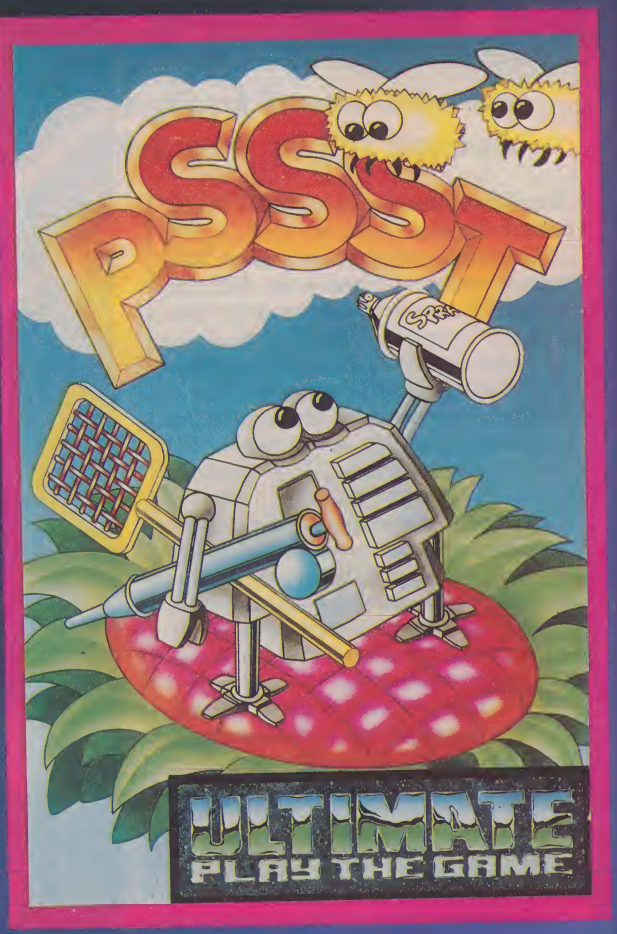

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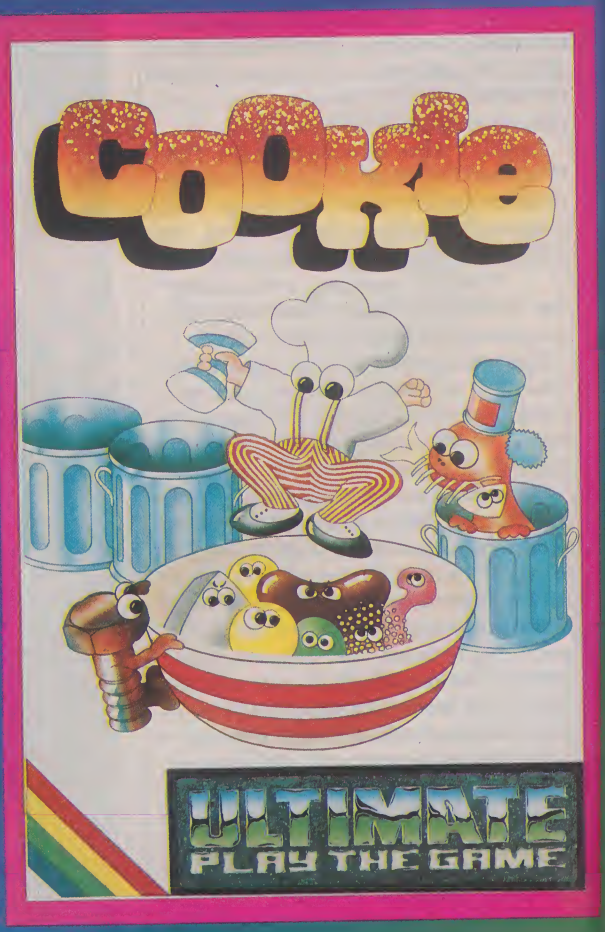

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GRAPHICS

By Garry Marshall

OVER THE RAINBOW ON THE SPECTRUM

The word spectrum conjours up a vision of bright colours. And the Sinclair computer of the same name is supplied with a wide variety of colours to create interesting graphic displays. The "canvas" the Spectrum provides for high-resolution graphics is a rectangular array of 256 × 176 dots. Displays are created by colouring in these dots with colours from the Spectrum palette.

Horizontally, along a screen row, the dots are numbered 0 to 255 from left to right. In the vertical direction, up a column, they are numbered 0 to 175 from bottom to top.

Thus, with this numbering scheme the dot in row 0 and column 0 is at the bottom left of the screen, and the dot in row 175 and column 255 is at the top right.

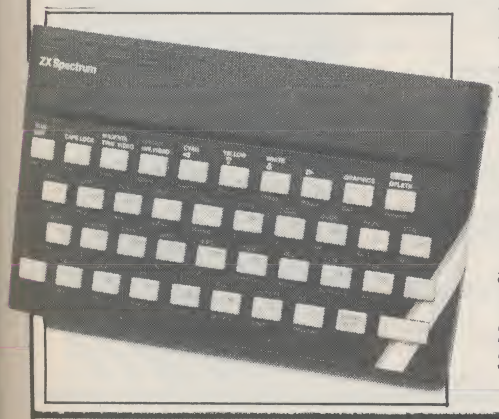
As far as colour is concerned, the PAPER command is used to set the background colour, and INK the foreground colour in which the plotting takes place.

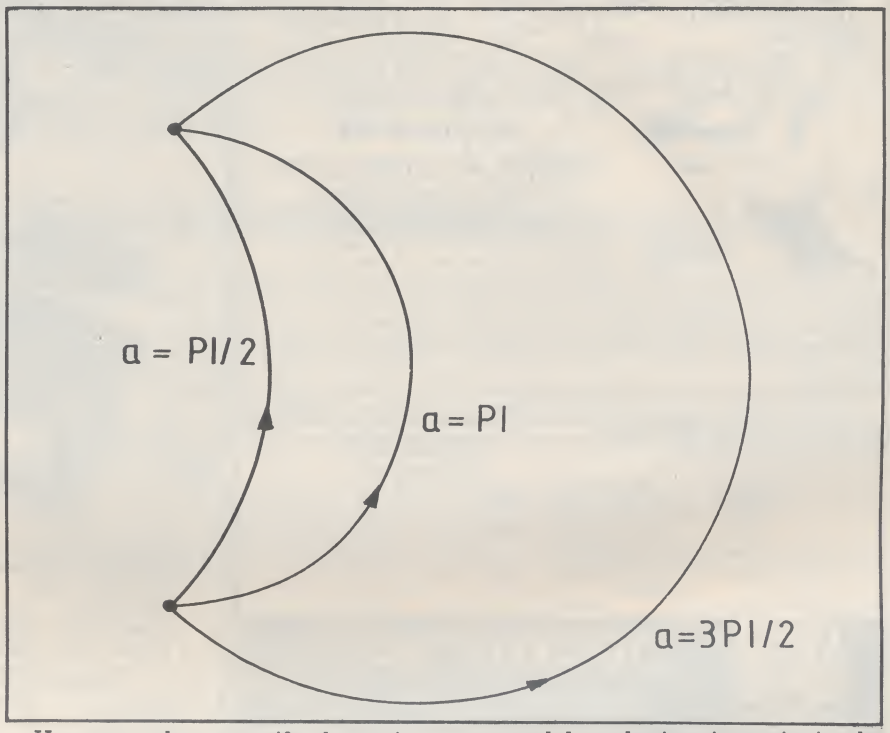
By using the PLOT command any individual dot is coloured with the current ink colour. The command takes the form PLOT x, y and it causes the dot in column x and row y to be coloured in.

A line can be drawn with DRAW and it causes a line to be drawn from a starting point to a given end point.

The starting point is either where PLOT last plotted a point or where the last line produced with DRAW ended, depending on which was done more recently.

The form of the DRAW command is DRAW x, y with x and y giving the position at which the line should end.





However, they specify the point at which the line should end relative to the starting position. In this way, the line ends x dots to the right of the start as long as x is positive, but x dots to the left if x is negative.

Similarly, the end is y dots up from the start if y is positive, but y dots down if it is negative.

Because DRAW works in this way, it is a little tricky to use until you get used to it. Its form does make it ideal for writing a subroutine that plots an object at the current starting position, though, and when this can be done it is easy to move the object around the screen.

This can be illustrated with an object that has a simple, shape, and so we choose a triangle that points upwards and is 8 dots high and is 12 units along the base. This can be plotted at the current starting position by the subroutine:

```
1000 DRAW −6,−8
1010 DRAW 12,0
1020 DRAW −6,8
1030 RETURN
```

The triangle can then be plotted at the centre of the screen by:

```
10 PAPER 1: INK 6
20 PLOT 128,88
30 GOSUB 1800
```

The triangle can be moved around by plotting it again in the paper colour to erase it, moving to a new position with PLOT and drawing it in the ink colour, like this:

```
100 INK 1: GOSUB 1000
110 PLOT 148,68
120 INK 6: GOSUB 1000
```

The DRAW command can be used to create arcs and circles as well as straight lines. By giving it a third value so that it takes the form DRAW x, y, a the starting and finishing points are still the same, but the curve connecting them passes through an angle a as it traces its path.

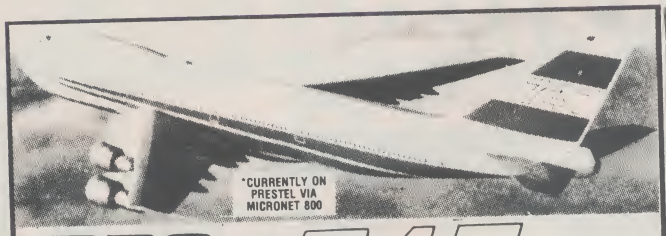
It should be noted with care that a is in radians and not in degrees.

Since an angle of 2*PI radians corresponds to a complete revolution, or a complete circle, an angle of PI, for example, gives a semicircle.

The illustration shows the results of giving a the values PI/2, PI and 3*PI/2 while using the same start and end points.

Using DRAW in this way, the following subroutine plots a triangle with curved sides at the current starting position.

```
2000 DRAW −6, −8,−PI/3
2010 DRAW 12,0,PI/3
2020 DRAW −6,8,−PI/3
2030 RETURN.
```



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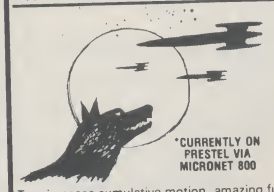

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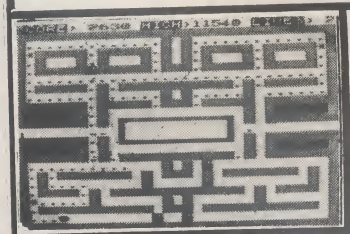

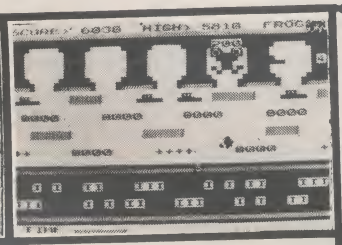

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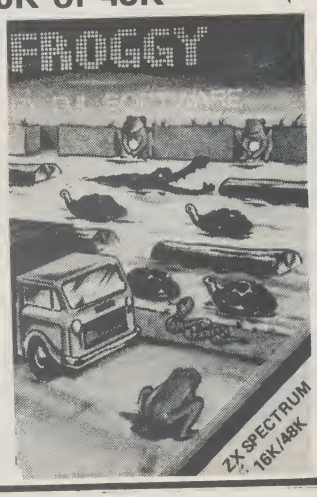


GREAT SOFTWARE DISASTERS

Not so much a disaster — more a way of preventing them. At last software houses have started to think about YOU, the customer. A group of leading software houses have formed an association which has in turn established a Customers' Charter to protect the rights and interests of the people who purchase their products. We decided to take a look at the new Guild of Software Houses — GOSH for short! — and what it hopes to achieve.

The Guild has been set up by a number of leading software houses including Bug-Byte, New Generation, Quicksilva, Salamander, Silversoft, Softek and Virgin Games.

The Guild says it was founded in response to public demand for a little more discipline from the software houses. All GOSH members have pledged their support to a Customers' Charter which includes commitment to maintain promised mail-order delivery times, replace defective stock and deal promptly with complaints.

There is also a Dealer Charter for the trade and a Code of Conduct for software houses in their dealings with one another, which outlaws the poaching of programs and programmers.

Any software house found to be in breach of either the Charter or the Code of Conduct will be subject to the Guild disciplinary procedure involving fines and ultimate expulsion.

With all these conditions attached to membership, the Guild hopes that their logo will quickly become a sign of quality and service to customers and dealers alike.

Membership of the Guild is open to UK Software Houses at an annual subscription of £500 but, in order to sustain the Guilds standards, only houses able to satisfy the committee that they can live up to the Guild's pledges to dealers and customers will be elected.

So our advice is to take advantage of the Guilds offer of help and assistance. Make sure all the software you buy matches up to the high standards they have set and you won't go wrong.

Meanwhile we're still interested to hear from any of you who feel you have a Great Software Disaster on your hands. Just drop us a line including all the details of your problem and we'll attempt to help you out. Remember we're the reader friendly magazine!

GSH
Guild of Software Houses

DEALERS' CHARTER

1. Members will advise dealers of their individual delivery dates and will guarantee delivery within this time.
2. Members guarantee to maintain good standards of customer relations and to deal promptly and thoroughly with complaints. Action on complaints will normally be taken within five working days of receipt.
3. Where unavoidable difficulties do occur, outside members' control, dealers will be informed of them as early as possible and will be kept informed of developments.
4. Members undertake to avoid advertising products as available before this is in fact the case.
5. Members will guarantee a high technical standard of quality and reliability of their product and will exchange genuinely faulty or defective goods. (Dealers have a responsibility to ensure that goods returned are genuinely faulty.)
6. Members of the Guild will maintain high standards of business integrity in compliance with this Code of Practice. Member's terms and conditions of trade will be available on request.
7. The Guild of Software Houses will act to ensure that high standards are maintained. In the event that a complaint can not be resolved then dealers must make it clear to customers that they have the right to refer the matter to the Guild. Complaints should be directed in the first instance to the supplier of the goods, but if this fails to provide satisfaction, write to the Guild of Software Houses, 71 Park Lane, Tottenham, London N17 0HG (enclosing any relevant correspondence) and the matter will be taken up on your behalf.

GUILD OF SOFTWARE HOUSES CUSTOMERS' GUARANTEE

1. **Members of the Guild guarantee a high technical standard of quality and reliability for their products. Faulty or defective merchandise will be replaced free of charge and despatched promptly.**
2. **Orders placed with members will be filled with a minimum of delay. Details of members' individual delivery times will be displayed prominently in advertising and strictly adhered to. In no case will deliveries exceed 28 days.**
3. **Members guarantee to maintain good standards of customer relations and to deal promptly and thoroughly with complaints. Action on complaints will normally be taken within five working days of receipt.**
4. **Members undertake to avoid advertising products as available before this is in fact the case.**
5. **Where unforeseen difficulties do occur, which are genuinely outside their control, members of the Guild undertake to keep customers well informed of developments.**
6. **Members of the Guild guarantee high standards of business integrity in compliance with this Code of Practice. Members' terms and conditions of trade are available on request.**
7. **These guarantees will be backed up by the Guild of Software Houses and action taken against any member company which fails to meet the required standard. Complaints should be directed in the first instance to the supplier of the goods but if this fails to provide satisfaction, write to the Guild of Software Houses, 71 Park Lane, Tottenham, London N17 0HG (enclosing any relevant correspondence) and the matter will be taken up on your behalf.**

THE SEVEN

TRADING COMPETITION

There were many entries for the trading competition again this month, although not quite as many as last turn.

Remember that this part of the competition is open to all readers whether or not you are a registered player of the Seventh Empire play-by-mail contest.

You have to predict which star will have the highest trade index for the next turn. The trade index is the right hand figure at the bottom of the square.

Highest trade index at the end of this turn was at JADEG, with a total of 1050; slightly up on the record set last month of 1000 at Apel.

Unfortunately no one managed to get the right answer this time so we'll keep the prize for ourselves.

Keep entries coming in for this turn — there's some software for your computer up for grabs for the winner. Entries on stuck-down envelopes or postcards please.

If you'd like to enter for the remaining turns of the Seventh Empire proper then just send in the coupon below and we'll get a rule book and some starting positions off to you in time to play the next game.

You may have noticed that the *C&VG* postcode has changed, so here's our modified address. Seventh Empire, Computer & Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

	As	Ba	Ca	Du	Er	Fa	Ga	He	Ix	Ji	Ko	Li	Mu	Nu	Op	Pu	Qa	Ri	So	Tu	Us	Va	Wi	Xu	Yu
Asol		1000	1000	333	500		1000				166					1000		100				1000			
Barov	250		500						500	1000					1000	1000		500	166		1000		1000	1000	166
Cazuv	500	500		250	1000		1000	1000				111		1000			1000		333			1000			
Dusup	333		1000		1000	333		1000		1000	1000	333										1000	83	333	1000
Erak	250		500				500	166				1000	500	1000		250	1000		250						1000
Fadis	1000		1000	1000				1000	1000		250	500			250			1000		1000		250	1000		
Gazor	1000	1000	333		1000					1000	500	166				1000	1000							333	
Hezod	1000											500	250		500	500	500	500							1000
Ixip				250	333	166					250		250			200			1000	333					
Jinis	333	1000				1000	1000								1000	1000	1000								
Kolol	125			250	250	250		1000				1000	250		1000		333	1000	500	333					
Lizag	1000		1000		500				1000	1000		1000		1000		1000		1000	1000				1000	1000	
Mupip	1000	83	500				500	1000				500				1000	1000						1000		
Nuzet	500				500	500	1000		500	333	83		500		500				1000				1000	500	
Opod		1000			333				1000		333					1000				125			1000	500	
Pulud		1000		333				1000		250		1000											1000		
Qavuv			333			500		166		250			1000					125	333	1000					
Rivev	1000				166			250		500		1000													
Soner	166	333	500				1000			1000	1000	1000	333	1000		1000				1000	1000	1000			
Tubox		1000			250			250	1000		250	1000			1000	1000								1000	
Usugx	500		500			500		1000		500	333	1000	166	333		1000					1000		1000		1000
Vasux	1000		1000		500				500			1000	166	1000	1000		500						333		
Widan				1000		1000	1000	250		250	500		500		250										
Xugod		1000		333		500	250			250	500	250		250	250				1000						
Yuses	1000		125		1000		1000	500		1000	1000	500		500	1000	100		1000		62					

The Trade Index is calculated by the computer monitoring the number of merchant fleets arriving at and leaving a star system.

Traders coming to the star system are the sellers, traders leaving the system are the buyers.

Each star also has a Trade Value which comes into the equation. Hearts are Elixir Stars (worth 200 points), Diamonds are Gem Stars (worth 150 points), Asterisks are Energy Stars (worth 100 points); and circles are Gateway Stars (50).

The crucial equation bringing all these elements together is: Trade Index = Trade Value × Buyers/Sellers. So a system which has seen a mass exodus of traders tends to have the best Trade Index.

So if 50 Buyers leave a Gem Star and 30 Sellers arrive the Trade Index = 250 (250 = 150 × 50/30).

BATTLE REPORT

There were 23 battles fought throughout the galaxy this month. None was successful but the closest result came from Govax where 220 defenders saw off the 6 attackers with little trouble.

Again there were no positive battle bonuses this time. All are zero except Xapus (−2) and Girix (−3).

Quite a few changes took place on the diplomatic diagram this turn. A black line joining two stars indicates a state of war between them. If there is no line then they are at peace.

The raid penalty for next turn is again 1.

Positions of the imperial ships are as follows:

D'Taans-soner, Sun-tuxux, Bloodline-xugod, Dead-yuses, Amethyst-kolol and Water-jinis.

No entry was received this month from the controller of the pirate ship.

PROFIT AND LOSS

Once again there's some high scoring going on. Top of the league this month is player 1780 with a score for this turn of 4250.

Almost 3800 sets of moves were processed this month. There are only a few places left in this massive game so if you'd like to enter then you'll find the coupon at the bottom of this page.

As mentioned already, top scorer is player 1780, namely M. Walsingham from Surbiton. The remainder of the hall of fame looks like this: 2nd, M. Dunderdale of Longton, Preston (4000), 3rd, A. Sparkes from Havant, Hants (3750). 4th, K. Whitefield of Strood, Rochester (3730). 5th is A. Jackson from Burnley, Lancs (3500). 6th comes A. Taylor of

ANOTHER CHANCE TO ENTER

If the Seventh Empire appeals to you we still have a batch of rulebooks ready to send out. No guarantees I'm afraid but we'll put you ready should any of the 25,000 fleets currently on the map, drop out. Send in the form below.

Please include me in the Seventh Empire Competition.
I name my tribe:

. . . . . .

My name is: . . . . . .

Address . . . . . .

. . . . . .

Telephone . . . . . .

Before you send us your moves make sure you can answer YES to the following.

If moving — is it a friendly empire one square away?

If trading — is it a different star type?

If raiding — are you NOT moving diagonally? Is it the first phase of the move?

If returning — is it phase 2? Are you returning to the same empire?

If attacking — does it belong to an enemy empire? Is it a horizontal or vertical move?

If moving to a gateway star — is the other movement phase crossed out?

NTH EMPIRE

Tarleton, Lancs (3445). 7th is G. Marshall of Redditch, Worcs. (3250). 8th, T. White of Haxby, York (3163). 9th M. Allen of Fulham, London (3100) and 10th is D. Speight of Carleton, Blackpool with 3000.

You may be interested or astonished to know that the top overall scorer for the game so far has an incredible profit of 9449.

Remember that if you've lost track of your fleet's progress then you can phone for help, but only on Friday afternoons. The computer is used for other things during the rest of the week so Seventh Empire queries cannot be answered.

Orders for turn 5 must reach us by the 23rd of October. We've had quite a few complaints about the lack of time which we allow for the turnaround of orders. Unfortunately there's nothing that we can do about this. If we allowed just one more day then there wouldn't be time to process the turn and to get this page written.

FINDING YOUR SCORE

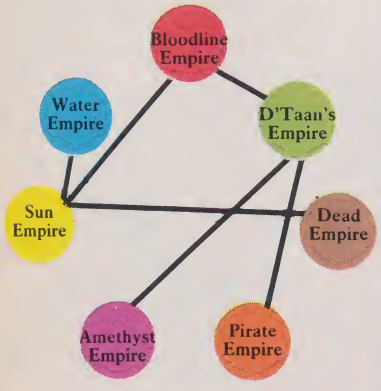
You can find your profit for this month from the black and white table on this page. Cargo profits are black on white and plunder profits are printed white on black.

The star you move from is printed down the left hand column, and the one you move to is along the top.

Controllers of the imperial ships for turn 4 are these. D'Taans — player 3201, Sun — 1781, Pirate — 2064, Bloodline — 1780, Dead — 2300, Amethyst — 1877 and Water — 2182.

FOZUZ ○ 251 0	LARUB ♦ 222 0	YIBET ♦ 263 0	XOLIP ♥ 259 0	ITIL ♥ 206 200	FUNUS ♥ 230 150	LULIP ♦ 222 180	YANOK ♥ 259 400	XOKEG ♦ 220 150	ISOX ○ 211 0
VIZAX ○ 218 500	QIRUS ♥ 217 200	HAZAN ♦ 243 50	ABOB ○ 236 200	SONER * 379 37	VEPOZ ♥ 211 88	QATOT ○ 241 118	HEZOD * 407 100	ASOL * 410 40	SUXEK ♥ 227 142
BAROV * 321 37	WIDAN * 312 90	RURUS ○ 240 62	MUPIP * 345 45	NAXIG ○ 218 100	BETID ♦ 214 83	WAVAB ○ 226 100	RIVEV * 361 12	MEGUD ○ 218 150	NABOK ○ 211 116
DALIX ♥ 225 400	OLEX ♥ 253 142	TASAT ♥ 252 66	CAZUV * 300 50	GOVAX ♥ 226 480	DITUG ♦ 252 90	OKAP ♥ 268 300	TOXAZ ♦ 201 330	CIXAN ♦ 240 56	GOTEG ♥ 222 100
ERAK * 322 75	KOVEP ♦ 218 233	USUG * 371 50	PEBOB ♥ 299 160	JADEG ♦ 236 1050	ENAK ○ 256 77	KEPAR ♥ 234 50	UGON ♦ 234 120	POROV ♦ 224 75	JINIS * 304 125
FADIS * 329 33	LOKIK ♥ 248 150	YUSES * 327 62	XAPUS ○ 223 30	IXIP * 390 100	FAGIL ♥ 246 160	LIZAG * 351 62	YODAZ ♦ 227 75	XUGOD * 358 0	IBED ♥ 246 200
VASUX * 319 16	QUXIN ○ 214 137	HIPEB ♦ 244 283	ASOR ○ 250 58	SIDAL ♥ 239 171	VIZET ♦ 265 37	QAVUV * 384 57	HAKUB ○ 227 300	APEL ♦ 268 88	SABAG ♥ 244 200
BUREP ♥ 209 600	WAGAP ♥ 213 100	ROLEK ♥ 256 200	MINEP ○ 218 116	NUVEX ♥ 261 169	BAZIX ○ 233 100	WUPIV ♥ 216 0	RORUL ♥ 268 200	MEDEN ♦ 224 550	NUZET * 345 25
DUSUP * 306 0	OPOD * 309 133	TUBOX * 306 70	CIGER ○ 230 45	GAZOR * 432 216	DABAG ♥ 235 0	OTAN ♦ 230 105	TUXUX ○ 209 116	CESER ♥ 224 92	GIRIX ♦ 212 225
ELAR ○ 222 200	KERUP ♦ 267 56	ULEB ♥ 206 200	PIRAD ♥ 239 127	JAXEL ○ 245 300	EDIB ♦ 215 0	KOLOL * 355 10	UKOP ○ 210 150	PULUD * 346 200	JUVAK ♦ 219 250

The Galactic Map



The Diplomatic Diagram

Orders in Block Caps please

Name: .....

Code No: ..... Telephone No: .....

	AT	1st Movement phase ACTION	1st Movement phase STAR	2nd Movement phase ACTION	2nd Movement phase STAR
FLEET 1					
FLEET 2					
FLEET 3					
FLEET 4					
FLEET 5					
FLEET 6					
FLEET 7					

I wish to move the ..... Empire's Imperial Ship from ..... to .....

Please notify us separately of any change of address.

Insane

DAILY Minor
IMAGINE TO APPEAR ON BREAKFAST T.V.
19th October 1983
Produced by
IN TODAYS EDITION! 'JUMPING JACK' TELLS HOW HE GOT TO THE TOP
"It wasn't easy but it was fun"
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ZOOM ACE DESTROYS ENEMY SINGLE HANDED
Thousands of refugees saved
Adam Annihilate, commander of the Allied Air Force today returned from the battle-front where he had piloted the latest top-secret Imagine Zzoom Ground Skimmer in an epic battle.
Despite the presence of refugees fleeing the battle zone, Commander Annihilate successfully engaged the enemy, completely wiping out everything they could throw at him including the deadly
Exotron missile. 'Imagine should be very proud of the new Zzoom' claimed the Commander. 'It's the fastest most deadly machine I've ever flown
Continued on back page column 3.
Waiter's tip puts him in super tax bracket!
"Not so wacky" claims Inland Revenue.
CRIME RATE DOWN...
Barney Bootlace named Scotland Yard's new 'Catcha Snatcha'
DEALERSHIP ENQUIRIES CONTACT: COLIN STOKES PHONE 051-236 8100 (20 LINES)
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WHOLE TOWN BEWITCHED BY SPELL OF EVIL WIZARD WHO HAS GOT THE KEY TO SAVE THE POPULATION
Local bear wins baby sitter of the year award
"I was up all night yawned A.H. Diddums
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PUZZLING

MORE AMAZING THAN RUBIK'S REVENGE

There is absolutely no need to panic or become all bitter and twisted at the sight of yet another cube — this one does not move, honest!

If you can bear the pun, it is even more *amazing* than Rubik's Revenge because hidden in the maze of symbols is a path to take you from one edge to the opposite.

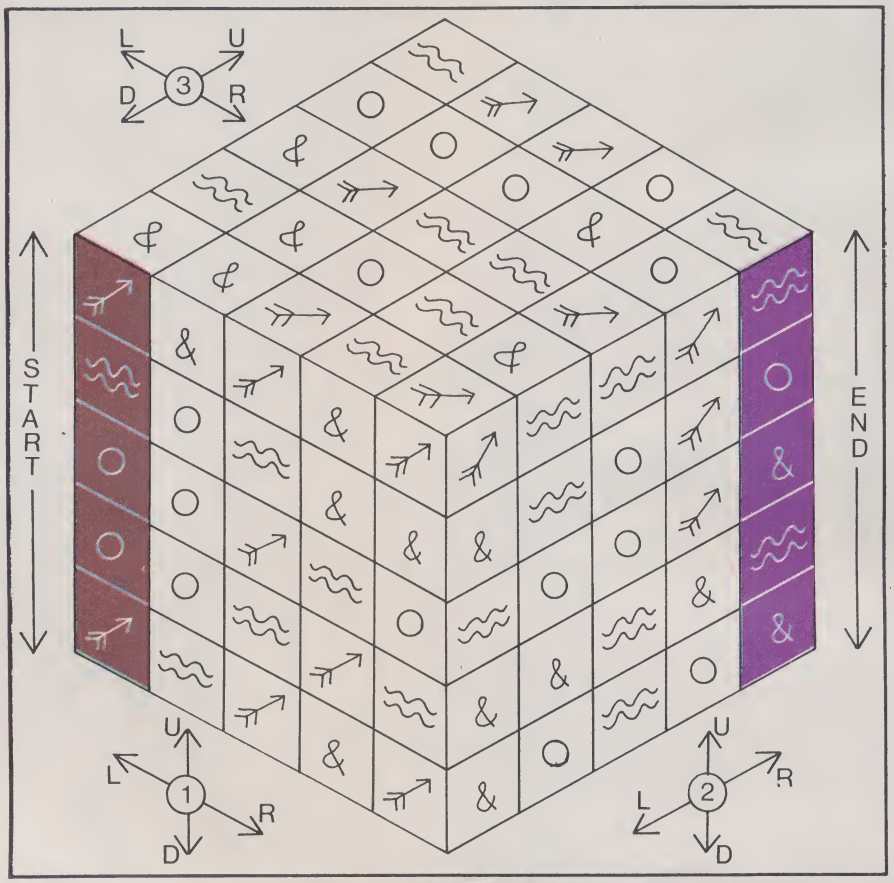
Just line yourself up at the START and hop onto one of the brown squares (you'll have to work out which is the right one) and work your way from square to square until you reach the correct blue square from which you can legally hop over the END line.

Each of the four symbols has a meaning: UP, DOWN, RIGHT, LEFT to the adjacent square. The direction each represents is shown by the arrows near each face.

Hold on a moment though — the meaning for each symbol only applies to one face; i.e. the symbol for, say, DOWN, on face 1 cannot also mean DOWN on face 2 or 3.

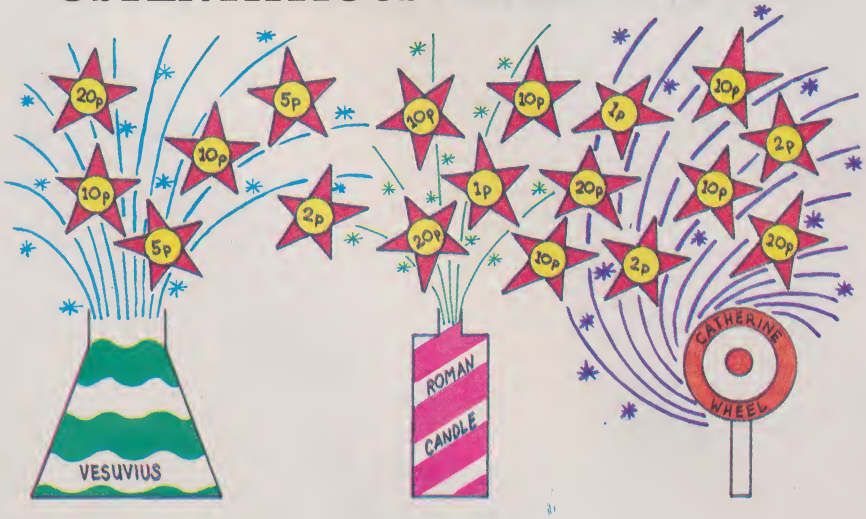
One other useful fact which may help to reduce the apparent awesomeness of the task to near triviality is that **no symbol has a meaning which would take you right off the cube's faces,** except, naturally, one of those in the blue squares.

With these facts and our useful grid in which you can enter X's and √'s for impossible and definite meanings it really isn't too much of a task for you to trace the one route through this cubic maze. But can you do it?



		↗	O	&	≈
FACE 1	U				
	D				
	R				
	L				
FACE 2	U				
	D				
	R				
	L				
FACE 3	U				
	D				
	R				
	L				

OSTENTATIOUS PYROTECHNICS!

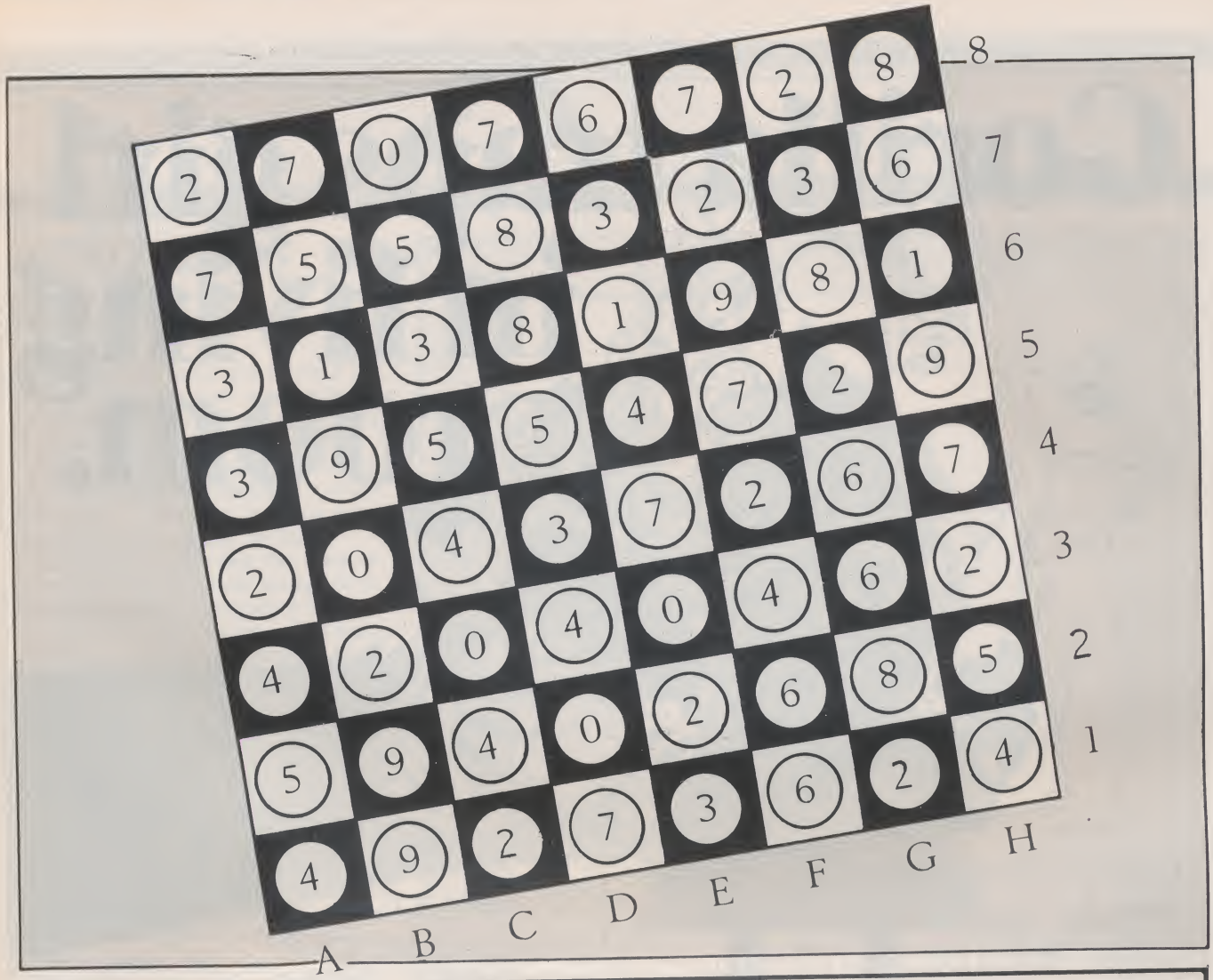


The Ostentatious Pyrotechnic Company is justly proud of it greatest invention — as each firework bursts forth into the lower reaches of Space stars appear containing coin denominations. By adding them up before they fade you can see just how much has gone up in smoke.

All of which made it triply annoying for Sir Herbert Lemmon when he saw his chauffeur, deputising as festival arsonist, let off three costly specimens at the same time.

The stars became so intermingled that it was impossible for the guests to be impressed with just how much each had cost.

After the event all he had left were a photo of the tragedy plus the dim recollection that the three prices of the different fireworks were equally spaced



Since there are 92 different ways to put eight queens on this chessboard in such a way that they do not attack each other (i.e. no two queens lie on the same straight line, horizontal, vertical or diagonal) we won't ask you to do that . . .

On second thoughts, you may like to give it a try, as, to get it right first time, is not as easy as it looks.

No, your real task is to find the one way out of all that lot which, when you add up the eight numbers you cover, scores the highest total. So the eight ladies should be placed . . . where?

apart and each amount was made up from just six of the stars.

A call to the company office in Bermuda further elicited the facts that the Catherine Wheel had as many FIVES as the Vesuvius had TWENTIES and the Roman Candle had as many TENS as the Vesuvius had FIVES. Can you work out what each cost him?

Also we'll award a unique electronic game called Pass-Me, produced by Electroplay of Esher, Surrey to the first five correct entries opened after the closing date, November 16th.

The usual competition rules apply so light the mental touch paper and remind those near to you to stand well back as your genius explodes.

SOLUTIONS

QUEENS HIGH

52 can be scored by placing the pieces at: A3, B8, C4, D7, E1, F6, G2, H5.

A WORD ABOUT AVA

1 goes to the East with S and E to the left.
2 goes to the West with G and E on the right.
3 goes to the North with N and W at the bottom.
4 goes to the South with L and T at the top.

All this will forms GNAWS and ELATE across and OGLES, NIL, WET and ASSET down.

EVERY WITCH WAY

Just stare at the picture for a minute or two, being careful to keep the orbs still and then look up at a white or lightly coloured ceiling and, again keeping the eyes steady, wait . . . until, suddenly, you will see the outline of a white witch on a darker background!

If we can all do this at the same time, say 10pm next Thursday fortnight, we may just bring Barbara back!

RUE BRICKS CUBE

Just in case you are stuck, here is the meaning for each face. The rest is up to you!

FACE				
1	Down	Right	Up	Left
2	Left	Up	Down	Right
3	Right	Down	Left	Up

PUZZLING

Gorilla traps girl in living room.

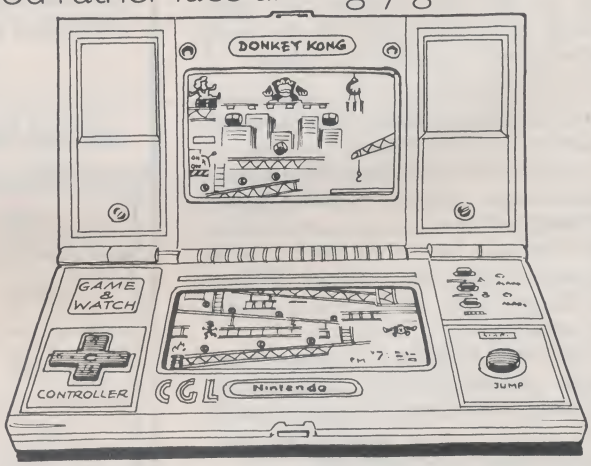
Help! Donkey Kong, the famous monster ape, has trapped lovely Louise atop a danger-ridden construction site! And it's all happening in your hand, with another thrilling double-screen adventure from Game and Watch.

Operate the clever 4-way controller, and plucky Mario comes to the rescue.

Will he survive death-dealing barrels, girders and ladders to leap for the swinging crane-hook and send Donkey Kong crashing to the ground?

As you become more skilful, the game gets faster – until you've scored enough to give Mario more lives. There are two skill levels–and for super ace show-offs, the game remembers and keeps your biggest score!

Donkey Kong comes complete with a quartz clock display and alarm. Dodge into your games shop for Donkey Kong now. Or would you rather face an angry gorilla?



THE MOST FUN YOU CAN GET IN YOUR POCKET.

GAME & WATCH

CGL, CGL HOUSE, GOLDINGS HILL, LOUGHTON, ESSEX IG10 2RR.

"DONKEY KONG" IS JUST ONE IN THE FASCINATING SERIES OF GAME AND WATCH FROM CGL – SEE THEM NOW AT BOOTS, DIXONS, JOHN MENZIES, W.H. SMITH, HAMLEYS, JOHN LEWIS PARTNERSHIP, SELFRIDGES AND OTHER LEADING STORES AND GOOD TOY SHOPS.

PUZZLING

BEWITCHING BARBARA

As the witching hour approached on Hallow'een Barbara may have made the last mistake of what had already been a pretty accident-prone life.

Never a traditionalist, she had decided to go abroad dressed as a witch should be — entirely in black with blackened face and hair as well.

Later gossip has it that the genuine sirens of the district took exception to this and crashed a broomstick into the main power line just as she sallied forth after having this picture taken.

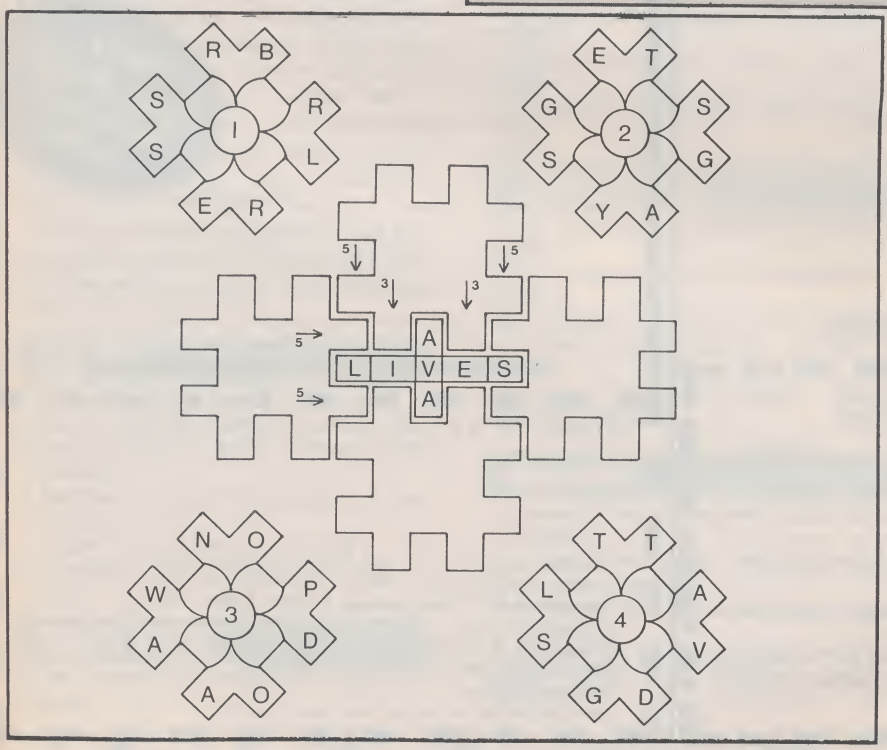
The bare fact is that a power cut plunged the village of Much Mulching into a darkness as black as her costume and she hasn't been seen since!

If only she had settled for a white sheet off Widow Spriggs' washing line like the rest of the youngsters.

Thanks for volunteering, but you cannot help to trace her now . . . though you do have it in your power to produce a *white witch* from the picture and, you never know, that may persuade the sprites to release her.

No, you don't have simply to splash a pint of gloss over the page — in fact *you must not use any materials at all!* You are not even to touch the picture in any way.

To break the spell and make white from black all you need to do is . . . WHAT?



CAN YOU RE-JIG THE JIGSAW?

As you have no doubt divined already, we are asking you to complete this fully interlocking four-piece jigsaw puzzle so that four five-letter words can be read across and down, starting from the arrows, and two three-letter word lie on either side of AVA.

The pieces cannot be turned over but can be rotated — and by sheer magic the letters will remain the right way up! So there are no dirty tricks like an N becoming a Z.

There we are then — which piece goes where and which way round? Can you re-jig the mind-boggling jig-saw?

BY TREVOR TRURAN

WHAT A BIND!

Can't find your back numbers ... magazines all over the place? It's so easy and tidy with the **Computer & Video Games** binder to file your copies away. Each binder is designed to hold a year's issues and is attractively bound and blocked with the **Computer & Video Games** logo.

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Please allow 3/4 weeks for fulfilment of order.

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_____ Signature _____
Name_____
Address_____
_____
Date _____ Registration No. 317469

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1	JET-PAC (Ultimate)	SPACE RAIDERS (Sinclair)	ARCADIA (Imagine)	DONKEY KONG (Atari)	1
2	SCRABBLE (Psion)	FLIGHT SIMULATION (Sinclair)	SKY HAWK (Quicksilva)	ZAXXON (Data Soft)	2
3	TRANZ AM (Ultimate)	CHESS (Psion)	WACKY WAITERS (Imagine)	DEFENDER (Atari)	3
4	THE HOBBIT (Melbourne House)	FOOTBALL MANAGER (Addictive Games)	CATCHA SNATCHA (Imagine)	QIX (Atari)	4
5	FLIGHT SIMULATION (Psion)	SCRAMBLE (Quicksilva)	GRIDRUNNER (Llamasoft)	DIG-DUG (Atari)	5
6	HORACE AND THE SPIDERS (Psion/Melbourne House)	ASTEROIDS (Quicksilva)	COSMIADS (Bug Byte)	MINER 2049'er (Big Five)	6
7	MANIC MINER (Bug Byte)	FANTASY GAMES (Sinclair)	COSMIC CRUNCH (Commodore)	GALAXIANS (Atari)	7
8	AH DIDDUMS! (Imagine)	AVENGER (Abacus)	PANIC (Bug Byte)	CENTIPEDE (Atari)	8
9	COOKIE (Ultimate)	DEFENDER (Quicksilva)	AMOK (Audiogenic)	CHOPLIFTER (Brøderbund)	9
10	HORACE GOES SKI-ING (Psion/Melbourne House)	SHIP OF DOOM (Sinclair)	FRANTIC (Imagine)	BLUE MAX (Showcase Software)	10

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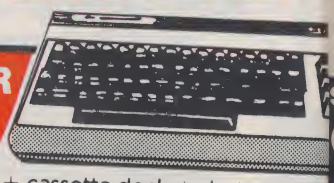

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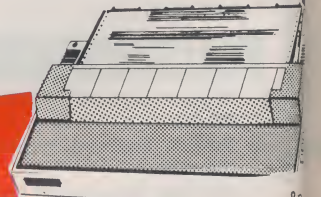

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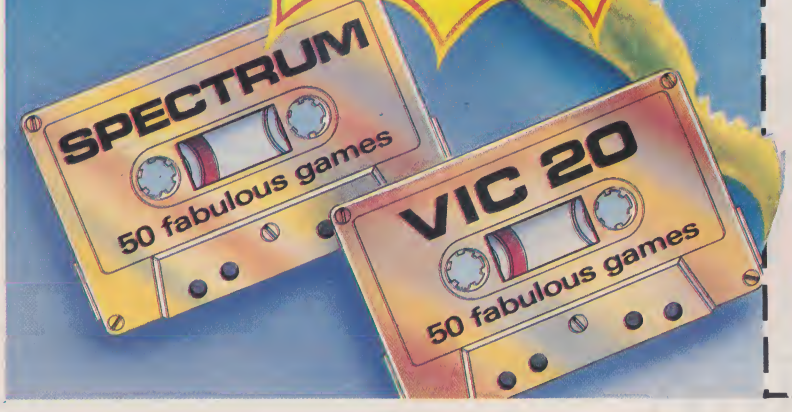

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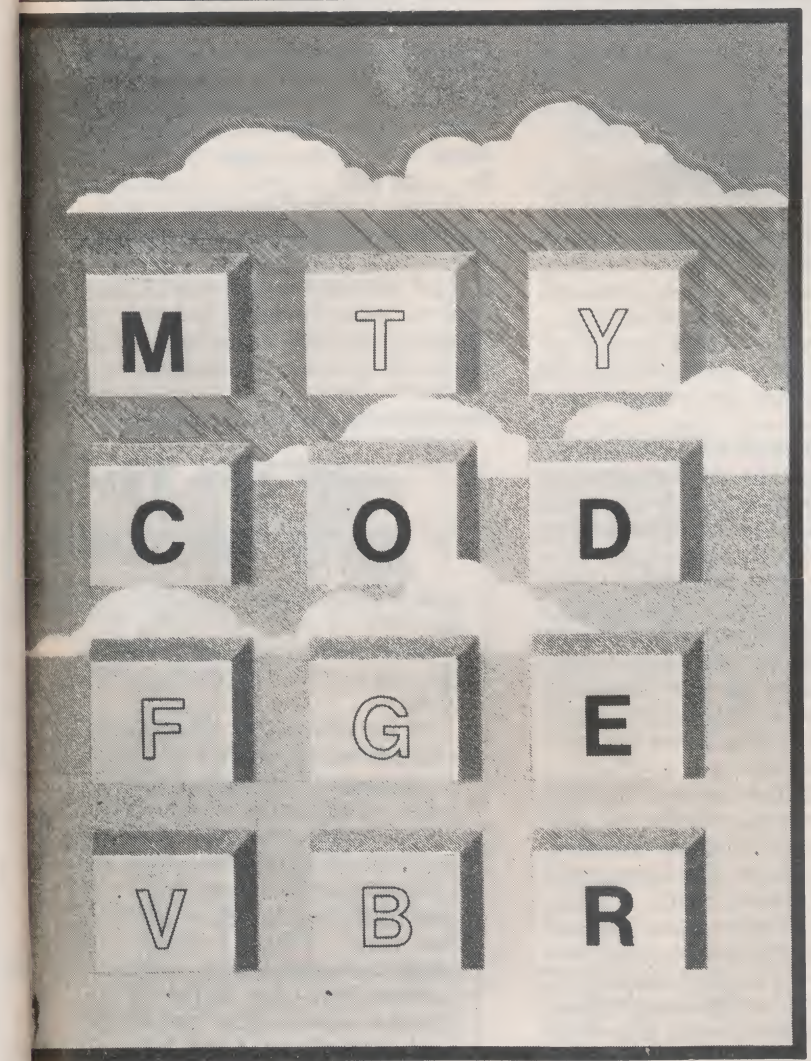

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JOIN OUR ADVENTURE SWAP SHOP

Are you an Adventure hoarder, or are you the type whose tape is well worn out by the time the game is solved? What do you do with an Adventure when all the mystery has gone from it?

Graham Kennedy and Stuart Field wrote to me with just this problem, and wondered if anyone would care to do a one-to-one swap. Quite by coincidence, I noticed, they had compatible computer systems — so I put them in touch with each other.

Is there any Apple II owner whose old copy of *Mission Impossible, Savage Island* or *Golden Voyage* is gathering dust, and would like to swap it with Graham Boddy for any of Scott's other Adventures?

LIGHT TOUCH FOR DRAGONS

Finding a good Adventure game for the Dragon is causing some people as much difficulty as others have solving Adventures!

Although not exactly an orthodox Adventure, here's a game that combines features of Dungeons and Dragons with an Adventure style, using a series of maps and mazes for movement.

I refer to *The Ring of Darkness* from Wintersoft. The player starts by choosing his character. I chose to be an intelligent elf, and after loading other programs from the tape, the game started.

I moved around to various locations, some of which were townships with facilities to purchase food, drink, weapons, magic and other things.

Food being an essential, I was a regular customer, since each move around the main map used up one unit of food. I also tried a drink, and was treated to a very potent beer!

Travelling around had its hazards, attacks by bandits and others being quite commonplace, so after dying a few deaths I included additional weaponry in my purchases.

Although progress in the game is described by text, movement is controlled by the arrow keys, and most other commands are single letter codes. There are about a dozen of these, but they are no problem to pick up — just as well, since parts of the action are in real-time, and quick responses are needed.

Not an Adventure that poses problems, depending more on strategy than problem solving, but an interesting game, nonetheless.

ENTER HERE AT YOUR PERIL!

I am always suspicious of ground covered with leaves, for leaves are notorious for obscuring gratings. A grating is never straightforward to open and enter, but enter the adventurer must.

The chances are that it is not there simply to drain stormwater, but may be relied on to lead to the meaty part of a game.

I got quite excited when I discovered my first grating, and congratulated myself on my perception. A few gratings later, however, and leaf-shifting had become a fairly routine task.

So it came about, in *Knight's Quest*, that as an experienced grating-finder I had those leaves swept into a pile in no time, and sure enough, there it was! Now to open it — was it a brute force grating, or an unfindable key type? Whatever the answer, I was bound to need an implement.

So I searched the land to Camelot Castle and beyond, meeting up with elves and a dwarf, an impassable giant, and a glaring Dragon. (No Adventure is complete without one, is it?)

En-route I decided to pick a fight, and was dismayed to be told I was without a weapon, knowing I had on me a sword. Without any clues or HELP to guide me, I could only deduce that the reason was because the sword was in its scabbard.

Unsheathing it became a long drawn out word game in its own right. I make no apology for telling you that you have to "DRAW SWORD".

Ever hopeful of finding my implement I entered a cave, only to find that I could not leave it. I later discovered what I needed to get out, but never why.

And so eventually I got into my grating, finding myself in a "west-south" tunnel. My mind twisted itself into tortuous knots trying to grasp this concept.

I have mixed feeling about *Knight's Quest*. The responses are painfully slow, worse at locations which are accompanied by simple straight line graphics. These pictures are quite nicely done, but a hindrance to speed. HELP is a non-word — a pity as a few HELPs could easily explain some of the mysterious and frustrating difficulties. 'I CAN'T" type responses give no clear indication of whether one or both of the words used is recognised, or whether the action itself is illegal.

On the other hand, the plot is interesting, with many problems. The display is well laid out, and very clear. The game is big (I managed to defeat the BREAK disable, look at the listing, and return to the game), and will take a long time to solve — IF you have the patience!

Knight's Quest comes from Phipps Associates for the 48k Spectrum.

THE STRANGE AND THE GHO

Back in May, Stephen Donoghue's cat had left home, and his wife was about to follow. Neither could stand the strain of trying to shoe the horse in *Ghost Town*.

So worrying was the situation, I felt unable to set off for my week's cruise on the Oxford Canal without first writing to put Stephen out of his misery.

Two months later, the horse was shod but three treasures were still missing. Stephen assembled a high powered team in an all-out attempt to find them. Perhaps I should have known better than to book a late break on the Trent and Mersey, for it heralded another letter from Sunderland. *Adventureland* had taken five hours, *Strange Odyssey* six days, but four months and still no end in sight on Ghost Town for our PhD, 3 MScs and 8 BScs!

The team, I diagnosed, had overlooked one simple move, so I rushed Stephen a reply. My fingernails chewed to the armpits. I begged him to let me know the outcome.

He rang late the next evening —

BY KEITH CAMPBELL

DESPERATE PLEAS OF ADVENTURERS

We want to know, but we don't want to be told! It's funny, isn't it, how a fascinating problem loses its interest if we are told the answer outright? We want the solution AND the credit for arriving at it!

We're all at it, yet without a word spoken, respect each others feelings in offering a solution! This is borne out by many of the tips I receive — shrouded in mystery or sealed up!

Like one from *Zork*-suffering William Ferran from New Malden, who was moved to write to put back in some of the enjoyment he has got out of *C&VG*. To help P.Coppins on his *Golden Voyage,* William enclosed a cryptic clue, with a neatly glued-down solution. The clue and solution are shown in Helpline.

Take Stephen Banner of Birmingham — dying to turn a block of lead into gold, in *Escape from Traam*. "Are there any hints you can give me in riddles?" he asks. But these games ARE riddles.

"Make it hard for me," he adds, "I'll enjoy the game better!" We all know the feeling, don't we?

So can anyone give Stephen a really DIFFICULT clue?

New problems arrive daily. How about *Swords and Serpents* as an example? "I have two problems", writes Robert Hughes from Stafford. "First I would like to know what the aim of the game is . . ."

"Strange fellow!" I thought, until I received exactly the same query from R. D. Nosworthy of Chelmsford. So back to Robert, who complained that the brochure illustration was nothing like the game, depicting something that was impossible to achieve.

I will be taking a closer look at this soon, and hope to tell you what sort of game Imagic is playing.

Does anyone know:

If Mr. Poles of Lutterworth will be able to relight his lamp in *Philosopher's Quest,* so he can find the solicitor?

How Brian Jones of Caersws might pass through the Golden Doors of *Sorceror's Island?*

RIPPED APART, RIPPED OFF?

A game that generates many pleas for help can usually be relied on not only to be difficult, but to hold the player's interest over a long period of time. So I sat down to play *Bedlam* with great expectations.

Bedlam can perhaps be likened to a text *Asylum*. Padded cells lead off from a network of corridors, each with a door, always closed and often locked. The text is witty and plentiful, and produce a loony-bin atmosphere at least as good as *Asylum*'s mixed graphics and text.

A *Bedlam* lobotomy is not as devastating as an *Asylum* one, nevertheless I became distinctly derr-brained after mine! Although this surgery doesn't prevent the game from being completed, it makes playing really crazy! Luckily normal insanity can be restored by the use of a rather obscure magic word!

Strange inmates join the Adventurer in his quest for freedom — Picasso, Napoleon and Houdini to mention but a few! I liked this, and at the point of being savaged by a guard dog, left the game for a while to ponder.

Remembering the names Simon Clarke and Richard James, I dipped into my correspondence file, and found a hot tip for dealing with the offending dog. It didn't work! Curses — what sort of twisted readers have we got?

At the back of my mind was a nagging feeling that here might be one of the random elements described in Tandy's catalogue as "the way out changes every time you play".

I have since passed the vicious dog, (I can't be sure whether success is random, or exact sequence of words is required), but was disappointed to find that my difficult and intriguing Adventure was suddenly over!

Solved adventures of any standard take at least half an hour to replay — and the slightest mistake can easily extend that to an hour.

Not so with *Bedlam*. It can be completed, start to finish, in about two minutes flat. Not only that, the problems requiring a definite solution can be easily identified, and number exactly three!

Unable to believe the game was so small, I gave Simon a ring. 'Yes", he said, "tiny, isn't it?" Tandy had assured him that if the dog failed to react to the poison, there were a number of alternative escape routes. But Simon hadn't found any others — have you?

Bedlam is available from Tandy on cassette for TRS-80 Models I and III at £11.95, and for the Tandy Colour Computer at £9.95. Why the price difference? A game's a game, isn't it? In any case, there's so little of it, at either price it's a bit of a rip off.

GE ALE OF STEVE HOS TOWN HORSE

desperate for a decent night's sleep. Still one treasure missing! I told him it was time he dug something up.

"Well!!", wrote Stephen a few days later. "Without your tip I'd still be looking for that **** ****** in the year 2000! *Ghost Town* has finally bit the dust so I can go back to more mundane chores like eating and sleeping. What I really need is a rest, so I'm going to do something easier like *Pirate*. After that I shall tackle the Scott Adams Adventures in chronological order. Three down and ten to go, but one day Adams . . ."

The tips I gave Stephen are shown below, plus help for Robert Miller stuck inside a Sphinx he entered via a Time Machine.

TAKE THE TABLETS

Two tablets, two fountains. Note the quotation marks on the second tablet. Solution: say "Sun" when you can see the mountain, not actually on it!

Jumped any canyons or dug any good roots lately?

Looks as if the lever at the end of the corridor keeps slipping back.

SCOTT WILL RETURN!

More of you write in about Scott's games than about all other Adventure games put together. Scott's empire is the IBM of Adventureland. And those letters are not just restricted to people who play the games!

Many readers write to ask when the series will be available for their own systems — BBC, Spectrum, and Dragon. "Please, if and when? We need 'em badly!"

I took some time out from answering the mountain of mail you send me to find out.

So here's the latest. I spoke to Mike Woodruff of Calisto Computers, Adventure International's UK agents. He told me that only one thing was holding up the release of the Scott Adams series for BBC, Spectrum, and Dragon — a suitable programmer!

He will have to be a top-notch machine-code programmer. As soon as one can be found, says Mike, the games will be converted.

To clear up the confusion created when in error I stated that *Mystery Fun House* was available for the Vic-20, I can now reveal all!

Commodore, who have the sole rights for Vic versions of the games, confirm that only the first five of Scott's games are currently available. The good news is that they are negotiating a deal with Adventure International that will hopefully lead to the release of the rest of the series.

So file all my tips away for future reference, you Vic, BBC, Spectrum and Dragon owners — you may be glad of them soon!

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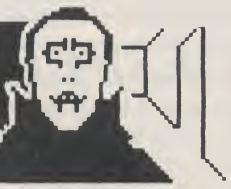

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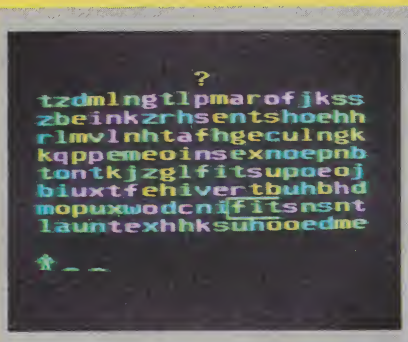

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ASTRO CHASE

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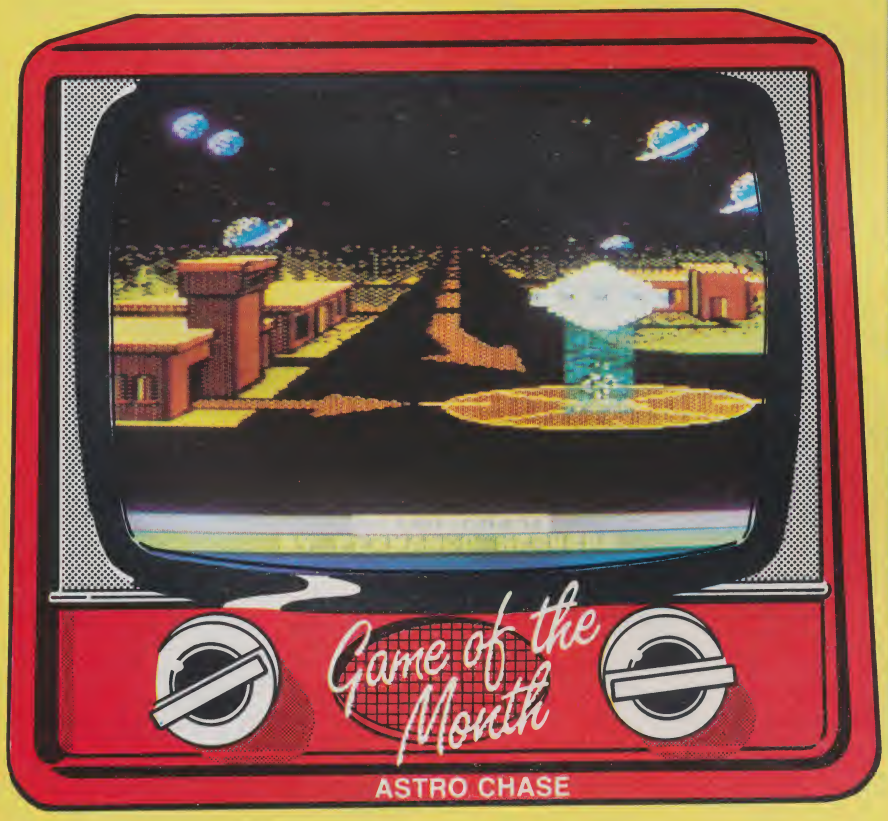

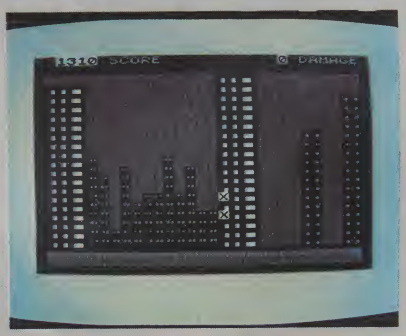

CITY PATROL

MULTITRON

As you can see Astro Chase is our Game of the Month this issue. The opening display is something not to be missed — so don't miss our review on page 154. We also take a look at a brand new two-in-one game called Death Mines of Sirus, which has a soundtrack which must be heard to be believed. Read all about it on page 156. There's an official Frogger game for the Dragon on page 156, and a version of a starship shoot out called Star Jammer, also for the Dragon, on page 162. Splat is the unpromising name for our Spectrum game under review this issue. Find out if it lived up to its name on page 162. That big ape makes a comeback on the Vic-20 on page 162, while the word-smiths among you will enjoy Word Feud on the CBM-64. Plus many more. How do we get them all in ! Watch out for our new improved Reviews section next month!

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PANIC IN THE CITY AS ALIENS ATTACK

CITY PATROL

Suddenly a million voices cried out for help at once. Then silence as the holocaust swept across the helpless city! Can you save the day?

You are the supreme commander of a laser ship. Your task is to intercept and destroy all alien suicide craft.

Your rank will be raised depending on how many aliens you destroy in relation to the amount of destruction being caused in the besieged city.

The city consists of four layers of buildings which all move independently to each other at differing speeds in relation to the viewing angle, creating a 3D effect.

The eight way direction is controlled by keyboard which I found took a long time to master. The all character graphics scroll in four directions producing a realistic flicker free flying simulation.

Alien space ships appear near the top of the screen and keep a constant direction thereafter. When an alien stops, it automatically goes into its search and destroy mode! You will be destroyed if it hits you five times.

Two quite frightening features are the hidden aliens located elsewhere in the city — off screen. These may fire their laser demolishing a building. All you will see is a brief flash in the sky.

Also if — by unfortunate means — an alien completes its mission and reaches Ground Zero the game freezes for a second followed by a series of large explosions that blow a large chunk of your city to smithereens!

You also have the useful option of flying at maximum speed by holding two keys down simultaneously, this results in the buildings wizzing past you at tremendous speed!

By touching any key except the directions keys or 'A' for surrender, you will activate the ship's lasers.

Trapping an alien in your sights is not at all easy. First you must wait until it isn't behind a first row building, then when you are level with it, advance over it keeping equal speeds and quickly fire! A steady hand and accurate eye is needed, not as easy as it sounds.

The city is made up of several types of buildings all differing in shape, size and design. If you accidently fire on a building it will be destroyed.

Every layer one building you hit loses you ten points, and up to 40 points for a layer four building. This stops you demolishing the city to find aliens.

There are three levels — average, difficult and impossible. I did try the impossible level and found that about twice as many buildings have been added, all much taller which cuts down your view of advancing aliens! Yes . . . it was impossible.

Despite some very nice graphics and realistic simulation, I thought that the game could have incorporated more interesting characteristics though it did possess a surprisingly addictive quality.

It's a good addition to games software for the ZX81 — a micro that's rapidly being left behind in the rush to bigger and brighter machines.

For those with a bit of warrior in you, City Patrol — by Macronics — is available at W. H. Smith for the Sinclair ZX81 at £4.95.

- **Getting started** 8
- **Graphics** 8
- **Value** 8
- **Playability** 8

ATTACK OF KAMIKAZE TURTLES!

MULTITRON

Dodge waves of kamikaze turtles and blast packs of sluggish snails in this latest clone of the well worn Space Invaders theme.

As in all invader-style games your laser base is under attack from waves of mutants, in the case of Multitron they take the shape of dive bombing tortoises, several winged phoenix and small snail-like creatures amongst others.

One very interesting feature in the game is that once you have managed to survive all six waves of mutants you

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have to manoeuvre your laser base through a vertically scrolling tunnel to reach the next stage of the game. If you run out of control and hit the side of the winding tunnel, you will encounter an anti-matter field and immediately be blasted into a million little pieces.

Continual use of your laser will soon use up the energy available on each level and I found it best to conserve energy by firing in short bursts. Your energy cells will regenerate themselves if you don't fire for a couple of seconds, but it is very irritating having to hang around and dodge the enemy missiles with no way of retaliating.

A very ordinary game to play in its initial stages but it is redeemed by the space corridor and the fast action waiting for you on the other side.

Multitron runs on the unexpanded Vic-20 and incorporates hi-res graphics. Good use has been made of the limited memory. The game is controlled by either keyboard or joystick and is available from Manchester-based Sumlock at £7.95.

- **Getting started** 8
- **Graphics** 6
- **Value** 4
- **Playability** 4

ROAD RACER IN SEARCH OF GOLD CUPS

TRANZ AM

The year is 3472 and the once-great Earth has been destroyed. All that exists is a barren land of sand, rocks and boulders. Life nowadays is ruled by cars. Gold is replaced by petrol and your sole aim in life is the possession of the eight Golden Cups of Ultimate.

A more imaginitive scene-setter to a road race game is hard to find. And the program's not bad either. Tranz Am gets away from the standard screen layout of the car at the bottom of the screen and the road scrolling towards you.

The car stays in the middle, and the whole screen scrolls in any direction. To control the vehicle you use two keys to rotate yourself just like good old Asteroids.

The screen acts as a window on the whole land, which is about seven times the size of the displayed area in each direction. The area you are searching is therefore about 50 times the screen size. The idea is to tour the land seeking and collecting the eight trophies which are positioned randomly for each game.

There are also enemy cars which roam the area and must be avoided. You have three lives.

The screen which displays the road is square, which leaves a column of spare TV space on the left. This is your indicator panel and shows the time, score, miles travelled, speed and a

reduced view of the whole land on a radar.

Control is quite easy and uses only four keys. Two to rotate and two more as accelerator and brake.

The game is also compatible with Kempston joysticks. You can pause the game if you wish.

Although the speed indicator is labelled from 0 to 400 mph, the car does not go too fast even in full speed. There are no gear controls.

Tranz Am is by Ultimate and runs on any Spectrum. It is available from W. H. Smith and costs £5.50.

- **Getting started** 8
- **Graphics** 7
- **Value** 8
- **Playability** 8

SPACE SHOOT OUT AMONG THE PLANETS

ASTRO CHASE

Fernando Herera is a name that commands the same respect in American video gaming circles that a well known writer or artist would in the art world.

He is something of a maverick — Herera prefers to work for himself selling his games to the highest bidder.

His best known game is now available in the UK on the Parker Brothers label for the Atari 400 and 800.

Astro Chase takes the oldest cliche in video games but re-works it splendidly to produce a game of colourful 3D style graphics and challenging game play.

The Earth is under attack from the aliens and you are the lone pilot on a mission to clear the space around the planet.

An assortment of adversaries have to be dealt with. Chasers are spider-like craft that can destroy your ship but don't really present much threat to the Earth. Far more deadly are the Megamines which gradually surround the Earth hiding from you behind surrounding planets.

If a Megamine lands on the Earth the planet is blown to bits lighting up the whole universe.

Speed manouvreability, and a quick

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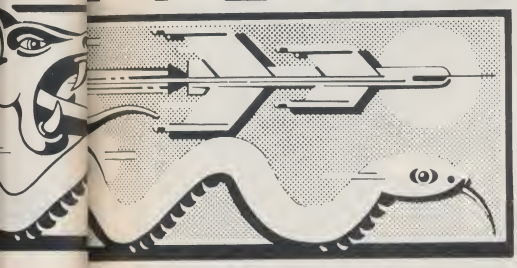

finger on the trigger are required if you are to successfully defend earth.

When you have destroyed 16 Megamines you are judged to have save the planet from one attack . . . But it doesn't take the aliens long to regroup and pretty soon they are back with new more sophisticated ships.

The graphics are the making of Astro Chase. The display at the beginning of the game is impressive. Your little man walks up to his ship, salutes and is then beamed up into his ship before it slowly lifts off.

The galaxy is beatifully drawn with the continents and oceans showing up clearly on the earth.

Astro Chase sets new standards for space shoot 'em ups. One of the best games I've seen for the Atari home computers. In the shops now at £29.99.

- **Getting started** 9
- **Graphics** 9
- **Value** 8
- **Playability** 8

DINKY APE JOINS THE KONG CROWD

DINKY KONG

First came Donkey Kong then Donkey Kong Junior and now . . . Dinky Kong!

In this version you take the role of a soldier who marches rather than runs! Other than that the game is the same as the original. The object is to climb the various platforms and rescue the captured girl at the top, avoiding fast rolling barrels being thrown down by Kong.

One interesting feature are the hearts planted at random on the platforms. These may be picked up for extra points but leave holes in the runways. Barrels that roll over these holes will fall through to the platform below, although you may jump over them.

I'm sorry to say that this version fell below standard although the graphics were quite good. Two especially annoying points I found were that the program had to be loaded in two sections — the tape recorder had to be stopped and restarted (retyping 'cload"" ').

And if you replied no to the reply option at the end, the program will "new" itself thus clearing the memory.

The game gets rather monotonous as only one variation screen is used which is repeated, although fireballs and larger quantities of barrels are introduced in higher levels.

Dinkey Kong is available from Gloucestershire-based Severn Software for the Oric-1 at £6.95

- **Getting started** 4
- **Graphics** 5
- **Value** 3
- **Playability** 4

DULUXE, THE PLANET WITH PROBLEMS

SOFT HITS

Life on the planet Duluxe is far from tranquil for BBC and Spectrum owners.

The second issue of Soft Hits, is due out in November and consists of a cassette with a game for the 16k Spectrum on one side and the same game for the BBC B on the reverse.

The game is called Airbrush and your job is to paint the floors of the prison in which you work while avoiding the waste bin and the armed guards.

At least that's what the Spectrum version is about.

The BBC game involves life on the planet Duluxe and you have to collect enough local currency to afford the fare home, while avoiding the radio-active dustbins.

This sounds like two different games but is in fact only one.

It seems as though two different people were hired to write the blurb and no one could decide which was best.

The game itself is quite playable, at least on the Spectrum version.

Control of the paint roller is via the Caps Shift, Z, P and L keys although if you don't press any key then you move downwards.

The idea is to roam the screen collecting paint pots to replenish your supply which is used up as you wander the screen.

The program uses only normal character resolution graphics with user defined characters. Your roller moves by a whole character each step which is not ideal.

The BBC version uses mode 1 graphics which should improve the situation.

Sound effects are included and are quite effective, even if it does sound like water gurgling down a plug hole.

You'll find Soft Hits in your newsagent for a very reasonable £2.45.

- **Getting started** 8
- **Graphics** 5
- **Value** 8
- **Playability** 6

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GREAT THEME TUNE FOR TWO-IN-ONE

DEATH MINES

Fans of action and adventure games now get the best of both worlds with the launch of a double-tape game.

The pack consists of two cassettes. One with an action arcade-type game and another with an adventure. This idea is not new, but Phoenix software has added a new twist. You cannot load the adventure without the code, which you can only get by mastering the arcade game first.

The first release in this series is for the Dragon and goes under the name Death Mines of Sirus.

A feature of the cassette system on the Dragon is the ability to record speech or music and play it through the television. This can be activated by the remote control from the recorder. Phoenix is the first company which I have seen make use of this and it works amazingly.

Once the game is loaded you are greeted with the theme music from 2001. Then, if you want the instructions, the music is played again as backing.

This, unfortunately, is the best part of the game. The action game proper is little more than a lunar lander. It is in black and white, and it flickers badly.

You and Captain Phoenix, say the instructions, must land your drone ship on the four pads at the bottom of the screen. Once you have done this you have to transport the aliens which inhabit the planet back to the top of the screen a better place.

You have to complete all 12 skill levels of the action game before you can proceed to the adventure. At the end of each level you are given a clue which will help you later on.

When you have mastered the first cassette, you will be given a code to load part one of the adventure. This consists of a four letter code, and there are nearly half a million combinations.

On loading the first part of the adventure — there are two — you are asked for the loading code. You are then told to press enter but this does not matter. The game itself is slow. Very slow.

It's quite easy to get killed, and I found it annoying that I was asked to enter the loading code each time I wanted to play again.

The Adventure is fairly standard and uninteresting, I'm afraid. The loading sequence, though, is great.

The package comes in a posh plastic case containing two cassettes, with a total price of £9.99. from Phoenix, based in Pinner, Middlesex.

- **Getting started** 9
- **Graphics** 5
- **Value** 6
- **Playability** 5

FROG SCORES A HIT ON THE DRAGON

FROGGER

Jump for your life if you don't want to be splattered all over the road! Guide your frog to his frog-hole by hopping him across a busy road and crocodile infested river in this, the official version of Frogger.

In a close representation of the original arcade game by Sega your frog has to avoid the fast moving road traffic and cross the river by using floating logs and turtles' backs as stepping stones. Beware the turtles — they are inclined to dive unexpectedly.

A lady frog appears at random in one of the five frog-holes on the far side of the riverbank.

When all five holes have been filled with frogs you move on to a new level. Things start to get more difficult as less time is allowed to get the frogs safely home, the cars move in faster convoys and there are fewer logs.

For one or two players, control is by joystick or keyboard. Keyboard control is very easy to master using the cursor keys for left, right, up and down moves. Frogger is written in machine code and the graphics and speed are among the best I've seen on the Dragon. It is available from Microdeal and all leading retailers at £8.00.

- **Getting started** 8
- **Graphics** 6
- **Value** 7
- **Playability** 7

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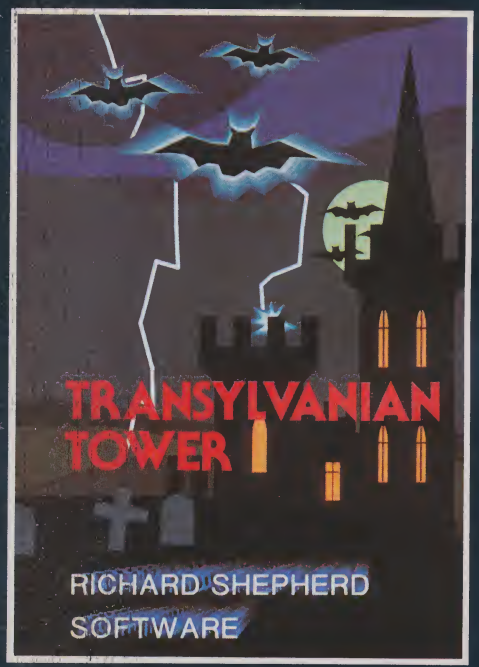

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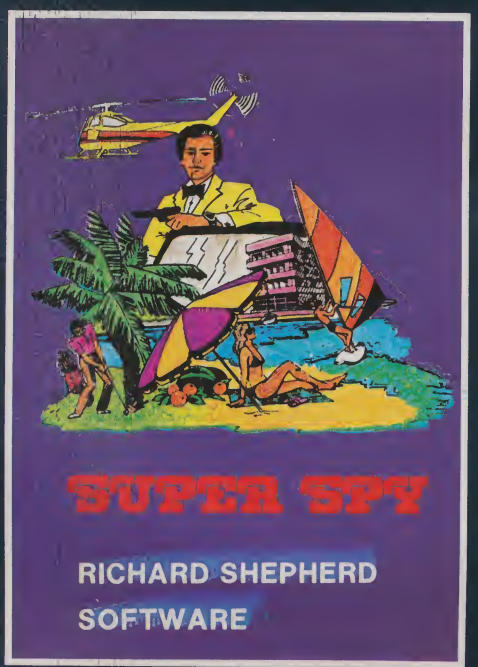

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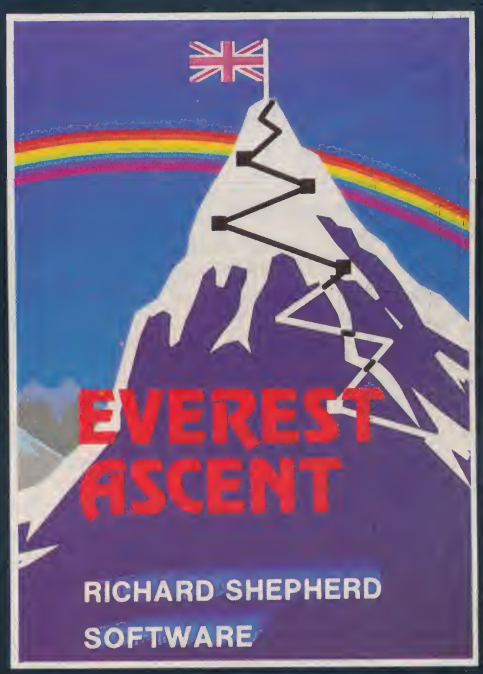

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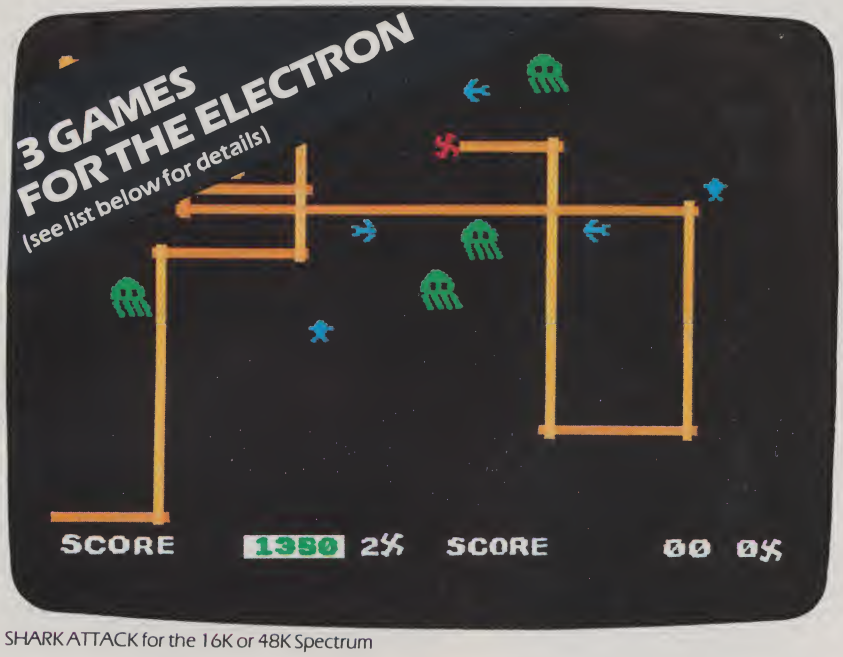

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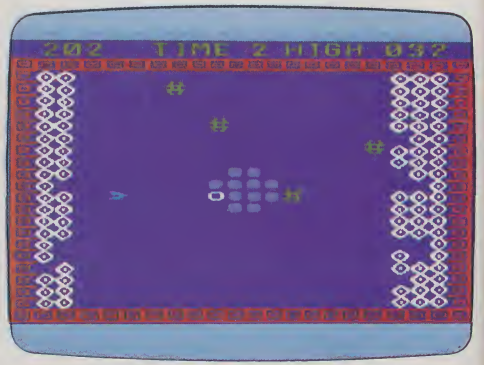

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CRACKLE!
I'LL HAVE TO GIVE THEM A REST FOR A WHILE. I'M BECOMING A JOYSTICK JUNKY!
I NEED TO CALM MYSELF DOWN SO...
CREAK!
PEST!
CLICK!
SNORE!
I'LL JUST PLAY ONE QUIET GAME OF COMPUTER CHESS AND GO BACK TO BED...
I WONT CARE IF I WIN OR LOSE. IT'LL TAKE MY MIND OFF THOSE ZAPPY WARGAMES YEK! I HATE VIOLENCE ANYWAY!
CHESS
YOU HAVE NOW SELECTED: THE EASY PEASY LEVEL
PRESS START.
HUM!
THE BUGS ARE RUDELY AWAKENED
HUM!
WASSAT!
GROAN! DOESNT HE KNOW WHAT TIME IT IS?
GRRRRR!
CURRENT PROGRAM IS.....
WHAT A TIME TO PICK TO PLAY CHESS.. JUST NO CONSIDERATION FOR OUR REST AT ALL!
WELL! SINCE WE'RE AWAKE...
BINARY SNAKES NEED BEAUTY SLEEP TOO!
IN A FEW MILLISECONDS THE SCREEN IS CHAOS!
..LETS WAKE HIS GAME UP!
I LOVE RUNNING AMOK!
KPOW!
SOB!
THOSE BUGS HAVE TURNED MY QUIET, LITTLE GAME INTO A RAGING BATTLE ZONE! (SNARL!)
KRMPHH!
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SAVE ZIPPY AND WIN £500 BONUS!

SPLAT

Splat! certainly makes a welcome change to the usual shoot-em-up games that flood the *C&VG* offices every month.

Instead of wiping out hordes of mutant invaders or destroying squadrons of bird men you've got to help Zippy, Splat's central character, to eat grass and avoid being squashed.

The game has seven levels but this review only covers the first three — mainly because I wasn't good enough to get any further!

At the beginning of every game Zippy, represented by a flashing cross, is placed in the centre of an area strewn with rocks and the occasional clump of grass. The screen scrolls randomly in four directions. Bumping into the rocks doesn't do you any harm but you have to be careful not to get crushed between a rock and the surrounding wall.

On your travels points are scored for eating grass and on the higher levels an odd plum might come your way. Zippy's progress through each level is shown as a percentage mark. When it reaches a 100 you move onto the next sheet.

The second level includes a river but remember to use the bridges because Zippy can't swim. Level three has spikes which will kill you if they are touched.

Incentive Software, the manufacturers of Splat! are offering a £500 prize to the person who can get the highest score on the game. I'm afraid you can't cheat because each score has a unique Hi-code which can be used to check the authenticity of any Hi-score.

Splat! is one of the most addictive games I have ever played on the 48k Spectrum, it is certainly the most original and at £5.50 is good value too.

- **Getting started** 8
- **Graphics** 7
- **Value** 8
- **Playability** 9

THE GREAT APE BIDS FOR FREEDOM

APE ESCAPE

If you have developed a liking for video game gorillas you'll be pleased to hear that the big ape has made a reappearance in a new game.

Mario fans will be disappointed though as this game has nothing whatever to do with Italian carpenters and blonde starlets.

The ape is imprisoned on the top of a sky-scraper. Until out of the skies come a squadron of crazy choppers intent on dismantling the building brick by brick to let the beast out. Your job is to blast those choppers and stop the ape.

If he gets out he quickly runs along the ground and bashes your little man with his fist.

The game has several levels — making for a progressively difficult challenge. Level one should not cause any of our readers any problems but by the time you get to number three the action becomes fast and furious.

Added hazards are parachutists who can cripple your man if they land on him — as can falling sections of the building, crashing to the ground from obliterated choppers.

If you do bite the dust the game introduces a cute Andy Cap type character who shuffles on to the screen to sweep up the mess.

Ape Escape is the first of a new range of Vic-20 cartridges from Spectravision — the video game people — and is available from Vulcan Electronics of Hendon. It's in the shops now at a slightly pricey £19.95.

- **Getting started** 8
- **Graphics** 6
- **Value** 3
- **Playability** 5

EXPLOSIONS DON'T MAKE GOOD GAMES

STAR JAMMER

Great explosions! I thought to myself, when I first sat down to play Star Jammer on the Dragon. I ended up horribly disappointed with the game.

You are presented with a starships viewscreen and various stars and objects float in front of you. Your gunsights are situated in the middle of the screen, and the object is to manoeuvre an alien ship into range of your lasers and zap it. But you must reach the next stargate in the galaxy before your energy levels run down.

Unfortunately I couldn't identify any stargates and don't think I ever managed to reach one!

The game is a version of Atari's Star

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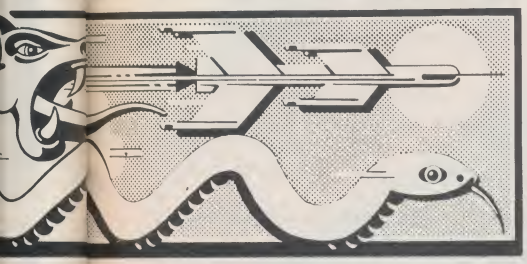

Raiders game for the VCS.

There were no instructions included with the cassette and play was largely by trial and error.

When I started the game I found it almost impossible to identify the alien as they start off as small blobs identical to all the other blobs around them.

They rapidly get larger and larger until they exploded in a spectacular and colourful fashion. I was immediately awarded 50 points for doing absolutely nothing.

With my next life I manoeuvered the alien into range of my gunsights and blasted away. I was awarded another 50 points! As the game progressed, the greater number of aliens killed meant more points were awarded for each one reduced to cosmic dust.

If the alien isn't killed before it reaches a certain size, it grows until it fills nearly half the screen and explodes. These explosions are fantastic and although the program is written in Basic I feel it's a shame that the game doesn't match up to the quality of the explosions.

The game is not helped by the impractical Dragon joystick. This doesn't have the usual self-centering feature and makes for very erratic manoeuvrability. It is available from Sussex based Salamandar software for the Dragon 32 at £7.95.

- **Getting started** 2
- **Graphics** 4
- **Value** 2
- **Playability** 3

THE WAR OF WORDS WILL HOOK YOU!

WORD FEUD

Word Feud is the most entertaining word game to arrive on the *C&VG* reviews desk since Psion's superb Spectrum Scrabble.

Unlike Scrabble it is surprisingly simple to learn. The idea of the game is to spot the hidden word buried in a mass of letters.

Using the joystick you move a grid around the screen until you spot the word. Get the word in the frame and press the fire button. The first person to get the word in the frame wins.

You can choose whether to have three or four letter words. There is also an option to play against the computer as well as a friend.

In the one player version your computer opponent introduces a cute little character that bounces around the screen eating up the letters and destroying your chances of finding the hidden word.

Word Feud is one of those games that take you about twenty seconds to learn but which you can end up playing for hours.

Word Feud runs on a Commodore 64 and is available from Audiogenic of Reading at £9.95.

- **Getting started** 8
- **Graphics** 8
- **Value** 8
- **Playability** 8

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CHEQUERED FLAG

Chequered Flag is, as you might expect from the name, a Formula 1 racing simulation.

It features some spectacular graphics, and there is a choice of ten circuits, mostly based on real race tracks, although there are also some ficticious ones too — like the Cambridge Ring and Micro Drive!

When the game has loaded you first choose your track. Then you get a choice of three cars, one of which has an automatic gearbox.

The entire lower half of the screen is taken up by your car. You see all the dials — in fact it resembles the cockpit display in Psion's flight simulation program in many ways.

Apart from the car, which is superbly drawn, there is not a lot else on the screen. Small telegraph poles fly past occasionally, but there are no other cars to pass — or to crash into!

This is one of those games which you have to be an octopus to play well. The game uses ten different keys but you only need to keep your hands on the accelerator, brake, left and right.

You also need a spare finger to change up and down through the gears, except on the automatic car.

I found the game a very real simulation of driving round a track. But steering is quite tricky and you certainly notice the lack of other cars.

Chequered Flag runs on a 48k Spectrum, and you should find it in W. H. Smith. It costs £6.95.

- **Getting started** 9
- **Graphics** 9
- **Value** 8
- **Playability** 6

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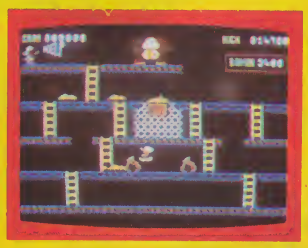

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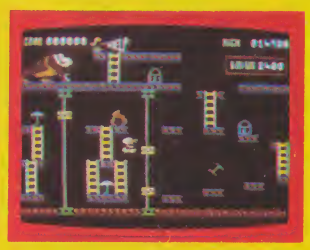

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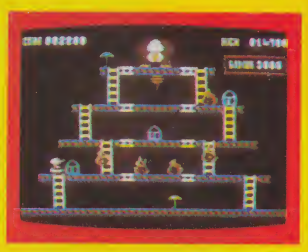

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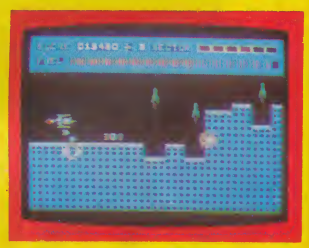

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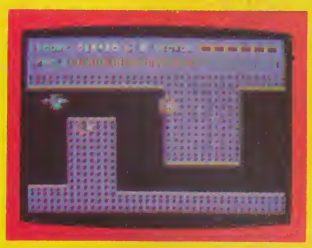

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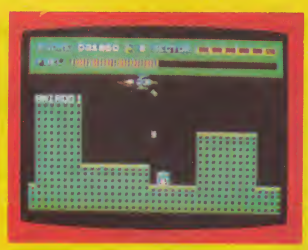

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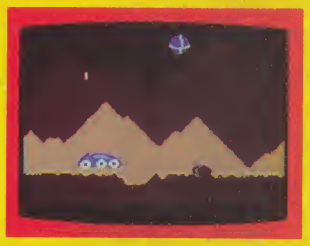

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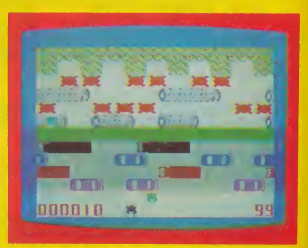

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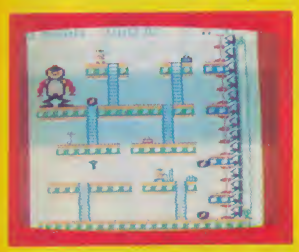

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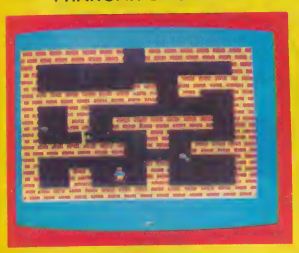

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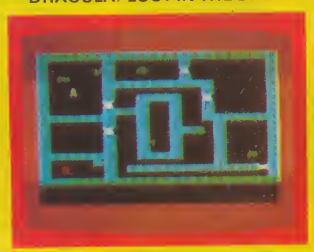

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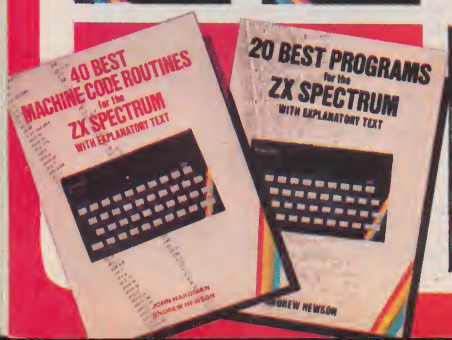

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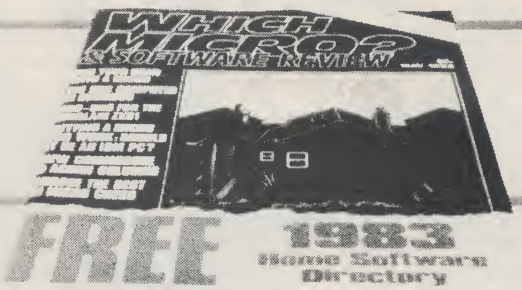

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Star Trek 48K See if you can rid the galaxy of the evil Klingons, save the Federation from the treacherous Romulans, race to protect your star-bases from attack. Are you star-ship commander material? ONLY £4.95

Spectipede 16K See how long you can keep the Spectipede at bay as they decend upon you. You'll have the help of poison mushrooms and your gun which both kill the Spectipedes but look out for the spider – he will try to jump on you. For 1 or 2 players. Operates with most leading Joysticks or the Keyboard. ONLY £5.50

Gnasher 16K The ultimate maze game. Eat the dots but look out for the ghosts they could eat you! If you eat an energy pill you can eat the ghost. Full colour graphics and sound. Operates with most leading Joysticks or the Keyboard. £4.95

NEW FOR THE ORIC

Oric Quizzmaster 48K A menu driven quiz game utilizing sound and colour. Instructions are also given to substitute your own questions and answers. Great fun for all the family and ideal for education i.e. revision.
Quizzmaster 1 – General knowledge, sports and pastimes.
Quizzmaster 2 – General knowledge, rock and pop.
Quizzmaster 3 – Out soon.
ONLY £7.95 each which includes a £2.00 discount voucher for your next Quizzmaster.

Further Quizzmasters to follow.

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sinclair special 5

Inside... New Interface 2 and ROM cartridges! New Software!

TAKING NEW SOFTWARE IN NEW DIRECTIONS

You'll see that this issue of Sinclair Special devotes considerable space to software. Why, when we've so much to say about hardware and peripherals? Simply because at Sinclair we believe in supporting first-class hardware with first-class software.

This month sees the start of a new commitment to education in our catalogue, both for adults and children.

In the field of micro theory, we've programs like Beyond BASIC and Make-a-Chip, which take you from the creation of simple ZX® assembler subsets to simulated circuit design projects.

There's Musicmaster, to teach you music terminology, note values and composition.

And if you're keen to beat your Spectrum at chess (which can be hard), you'll certainly want to try Chess Tutor 1, the first program in a complete chess masterclass.

Coming soon...

In the pipeline are many new releases, some of which break completely new ground. LOGO and micro-PROLOG for instance. They're fifth generation languages which will take you and your Spectrum closer than ever before to the creation and application of artificial intelligence.

A formal agreement between Sinclair and Macmillan Education has been announced, the first results of which will be published this autumn. These consist of five programs in a complete early reading course plus the first four of a series of programs based on Macmillan's top selling Science Horizons Scheme. All programs are designed for use in schools or the home.

And with Blackboard software, we're publishing six more home education programs for primary school children. Covering alphabet, spelling and punctuation, each of these programs is a true gem, unlike any other education software, and fascinating to run. Even for adults!

I believe that these new titles represent a major advance in educational software for the home.

New ROM software too!

You may well have heard news of ZX Interface 2® and ROM cartridge programs. You'll find full details of the Interface and its software on the facing page (and there's an order form on the back page too!). These offer an instant games playing facility at unbeatable prices, and expand the possibilities of using your Spectrum in yet another direction.

Alison Maguire

Alison Maguire
Applications Software Manager

SOFTWARE UPDATE

The latest cassette software for ZX® Computer

Chess Tutor 1
For 48K RAM Spectrum. **£9.95.**

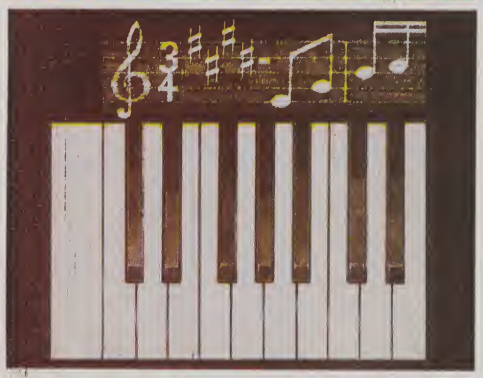
Chess Tutor is a new way of learning all about chess – using your ZX Spectrum.®

It starts from the beginning by teaching you about the chess pieces and the way they move – including castling, en passant, promotion, check, checkmate, stalemate and perpetual check.

Then it teaches you the basic tactics – pins, forks, double attacks and skewers.

There are over 120 exercises and over 200 questions for you to answer – with demonstrations and hints from your ZX Spectrum when you want them.

You can choose which parts of the course you want – and even experienced players may be surprised at what they can learn from Chess Tutor.

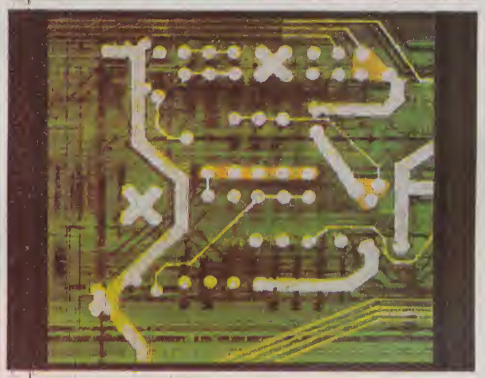


Musicmaster
For 48K RAM Spectrum. **£9.95.**

Musicmaster turns your ZX Spectrum into a musical instrument which will not only play tunes, but will also demonstrate key signatures, durations of notes, and scales.

You can write your own tunes – in any key – play them over and over again, save them on tape, modify them.

You can either write your music on a stave, or place a simple overlay on your Spectrum for a 17-note keyboard.



Make-a-Chip
For 48K RAM Spectrum. **£9.95.**

Make-a-Chip teaches you the basic elements of circuit design, shows you how they fit together, and then lets you design and test your own circuits.

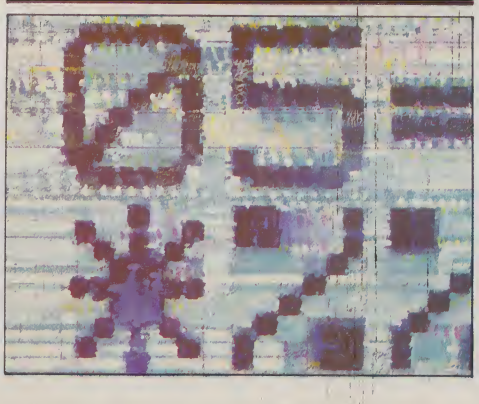
When you have designed a circuit, you can give it inputs and outputs and your ZX Spectrum will check it for you. Then it will run it, or tell you what's wrong so that you can modify it.

Make-a-Chip is a fascinating way of finding out how computer logic works.

Print Utilities
For 16K and 48K RAM Spectrum. **£9.95.**

Increase the printing and display facilities of your ZX Spectrum with the Print Utilities program.

Print Utilities enables you to enhance your programs by generating characters of eight different sizes which you can place anywhere on your screen.



Beyond BASIC
For 48K RAM Spectrum. **£9.95.**

Takes the agony out of assembler. Takes the mystery out of machine code.

Beyond BASIC gives you a deeper insight into the workings of your ZX Spectrum. It explains what happens inside your micro when you run a program, and it teaches you simple Z80 machine code programming.

A major feature of Beyond BASIC is that it enables you to write your own Z80 assembler programs – then you can actually see on your screen how they affect the ZX Spectrum memory and registers.

ZX INTERFACE 2®

The New ROM Cartridge/Joystick Interface

Loads programs instantly! Takes two joysticks! Just plug-in and play!

The ZX Interface 2 is the latest new peripheral for the ZX Spectrum® system. It enables you to use new ZX® ROM cartridge software: plug-in programs that load instantly. It allows you to use two standard joysticks, without the need for separate, special interfaces.

To use new ZX ROM cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. The program is then loaded, ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with ZX ROM cartridge or Sinclair cassette programs – or with dozens of other Spectrum-compatible programs!

SEE BACK PAGE FOR ZX INTERFACE 2 AND ROM CARTRIDGE ORDER FORM!

...AND BRAND NEW ROM CARTRIDGE SOFTWARE!

There's already plenty of choice of ZX ROM cartridge programs for your Spectrum. Some are old favourites, in an exciting new form. Others are new.

And now, thanks to ROM cartridge technology, you can run them *all* on a 16K RAM Spectrum, even if they were originally written only for 48K machines!

Every ROM cartridge program loads fast and faultlessly. No wires, no waiting, no worries about loading errors! All of them are affordably priced too, at £14.95.

Backgammon

Everything you need to play the famous and deceptively simple board game. Board, stones, rolling dice and doubling dice are shown in full colour and high resolution. Choose from four levels of skill to suit experts and beginners alike – full rules are included.

Space Raiders

Your skill is all that's stopping successive waves of aliens from destroying Earth. Use your gun base to attack. Shelter behind buildings... move out and blast the passing alien soaceship!

Full-colour high-resolution graphics with sound.

New! PSSST

Robbie the Robot sits in his garden. Help him fetch compost to cultivate his prize Thyrgodian Megga Chrysanthodil. Help him make the right choice of pesticide, to ward off devilish insects. Stop the insects breeding to overwhelming numbers before Robbie's plant has bloomed. PSSST is horticulture with a horrendous twist!

One and two player option, with a host of features including sound effects.

Chess

This sophisticated program does everything you'd expect at board game level, and much more besides.

The high-resolution chessboard and pieces are arranged in a row and column system, so it's easy to key in your moves.

At any stage of the game you can request the computer to suggest a move, reverse roles or change the level of skill.

Full-colour high-resolution graphics.

Planetoids

Dodge and swerve using your thrust button, turn on a planetoid... fire! But beware – the alien ship moves fast to destroy you with cluster bombs. And when it comes to the crunch, use your hyperspace button!

Full-colour high-resolution graphics with sound.

Hungry Horace

Horace is forever being chased around the park by guards.

He steals their lunch, eats pathway flowers and creates chaos in the park by ringing the alarm!

You'll have to be quick to keep Horace out of trouble!

Full-colour high-resolution graphics with sound.

New! Tranz Am

Set in a future time ruled by cars and trophies, in a land where petrol replaces gold, and status is possession of the 8 Great Cups of Ultimate.

Driving your Super Blown Red Racer, use your skill to outwit and crash the Deadly Black Turbos. Use your instruments to locate and collect the trophies – before you overheat or run out of fuel.

A program with outstanding multi-directional movement, graphic features, and a playing area equivalent to more than 600 times actual screen area.

Horace and the Spiders

Guide Horace on the hazardous journey to the cobwebbed house full of poisonous spiders.

Safely in the house, you must move along cobwebs, choose a spot... and jump on it! The spiders will be in a frenzy – scuttling to repair their precious web.

And when a spider is spinning a new section, you're safe to attack and destroy it!

Kill all the spiders, and a new web appears... with even more spiders to catch.

Full-colour high-resolution graphics.

New! Cookie

You're Charlie the Chef, who keeps his ingredients locked in the larder. But if the ingredients escape, they bring the inedible Nasties with them!

You must daze the escaping ingredients with flour bombs, and knock them into the mixing bowl. Stop them getting into the dustbin, at all costs! And beware of Nasties that get into the mixing bowl!

Cookie is fast-moving panic in the pantry, with a cast of real characters. A program to make you smile – and sweat!

New! Jet Pac

As Chief Test Pilot of the Acme Interstellar Transport Company, your task is to deliver and assemble spaceship kits. On your way round the galaxy, you're free to collect precious stones and gold.

The catch? Rocket fuel is precious and scarce. And the aliens don't take kindly to the theft of their valuables. You'll need your wits and your lasers!

With a host of features, including multi-directional movement, explosions, sound effects and one and two player option.

ZX MICRODRIVE

NOW ON RELEASE

The ZX Microdrive® System – as you'd expect from Sinclair – is unique to the world of computing. It's a compact, expandable add-on system which provides high-speed access to massive data storage. With just one Microdrive alone (and Interface 1), you'll have at least 85K bytes of storage, the ability to LOAD and SAVE in mere seconds, the beginnings of a local area network of up to 64 Spectrums, *and* a built-in RS232 interface! The cost? Less than £50 for each Microdrive.

How to get ZX Microdrive

Spectrum owners who bought direct from us, by mail order, have been sent full details. Order forms are being mailed in strict rotation, so if you haven't yet received your order form please bear with us. We're making good progress in meeting the huge demand.

If you didn't buy your Spectrum by mail order, don't worry. Send us the form from the bottom of this page. We'll add your name to the mailing list, and send you details by return.

Each Microdrive costs £49.95. Interface 1 costs £49.95, but just £29.95 if purchased with a ZX Microdrive. Extra ZX Microdrive cartridges: £4.95.

How to order

Simply fill in the relevant sections on the order form below. Note that there is no postage or packing to pay on some purchases. Orders may be sent FREEPOST (no stamp needed). Credit card holders may order by phone, calling 01-200 0200, 24 hours a day. 14-day money-back option, of course. Please allow 28 days for delivery.

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	ZX Spectrum – 16K	3002	99.95	
	Postage and packing: orders under £90	0028	2.95	
	orders over £90	0029	4.95	
			TOTAL £	

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G29/R	Tranz Am	5308	14.95
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G22/R	Backgammon	5304	14.95
G10/R	Chess	5301	14.95

CASSETTE PROGRAMS for ZX Spectrum

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E7/S	Musicmaster	4306	9.95
E8/S	Beyond BASIC	4307	9.95
E6/S	Make-a-Chip	4305	9.95
L5/S	Print Utilities	4404	9.95
		TOTAL £	

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*Delete/complete as applicable.

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Please add my name to the Microdrive Mailing List, *and* send me a colour brochure with full specifications of ZX Microdrive/Interface 1 ☐ *(tick here)*. You can use the above form to send us your name and address.

C & VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name: .....

Machine make: ..... Model .....

Other models it should run on: ..... Number of K needed to run it: .....

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it: .....

Author's Christian name: ..... Surname: .....

Address: .....

.....

..... Tel: ..... Date: .....

Type of game: (If original please say so) .....

Loading instructions: .....

Game instructions: (If not included in the listing) .....

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Date received: .....

Acknowledgement sent: ☐

Name of evaluator: .....

Date sent out: .....

Date due back: .....

Needs to be returned to author for alterations: ☐ Date sent: .....

Due to be published in ..... issue of magazine.

Evaluator's comments

Good enough to publish ☐

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Same game already published on this micro ☐

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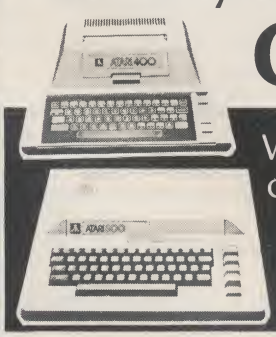

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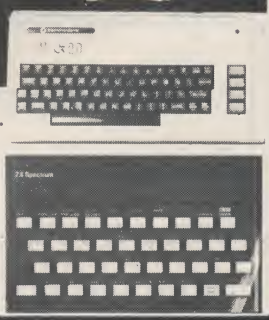

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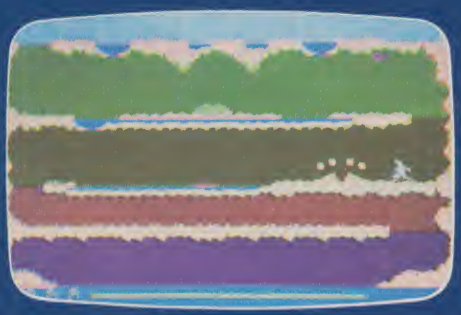
Simply the best arcade-action game ever written in 16K! Defend your Atari against 10 waves of the most awesome creatures ever to inhabit your TV screen!

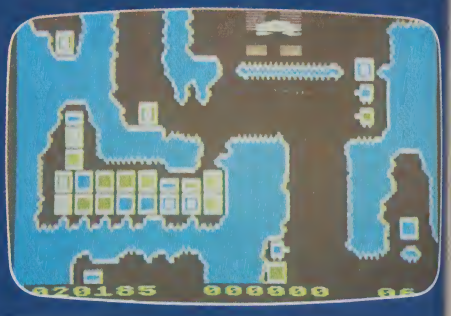


CAVERUNNER 32K by Martin Cawley
It's a leap and a bound through dangerous waterfalls, across exploding volcanoes, braving sticks and stones after the prizes of a lifetime!

AIRSTRIKE 2 16K by Steve Riding
The new version with incredible graphics and joystick bomb control! English Software's best scrolling game ever!
AIRSTRIKE 1 STILL AVAILABLE

JET BOOT JACK 16K by Jon Williams
You are our intrepid hero, jetting along infested caverns, climbing moving elevators and more...much more! Ten screens to conquer, you'll need the will to survive.

KRAZY KOPTER 16K by Tim Huntington
Fleeing secret agents, enemy ships and blasting cannon make Krazy Kopter the wildest game you'll ever play!



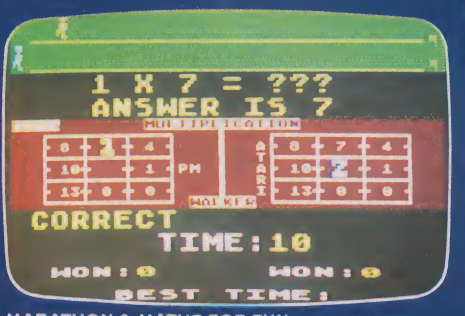
FIREFLEET 32K by Manuel D. Caballero
Pilot your space cruiser through the corridors of the unknown—avoiding cannon, forcefields and nasty little tanks! BEAUTIFUL vertical scrolling graphics!

VENUS VOYAGER 2 16K by Christopher Daniel
Multiple screen lander simulation—choose your sites, avoid all the hazards and rescue your stranded comrades.

CAPTAIN STICKY'S GOLD 16K by Steve Riding
Steve's latest game sends you to the bottom of the ocean in search of lost gold, with only your harpoon to help you!

XENON RAID 32K by John Brierley
Super speed superb graphics! John's first Atari classic! Use your scout ship to attack, dock with the drone and re-energise! It's you vs. The Xenons.

DIAMONDS 16K by Simon Hunt
Join the hunt for the Great White Diamond through 16 levels to win a real diamond—full details of the Diamonds Competition with every copy!



MARATHON & MATHS FOR FUN 16K by Geoff Brown
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JUST OUT! JUST OUT! JUST OUT!
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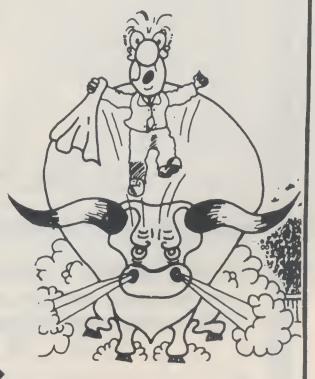

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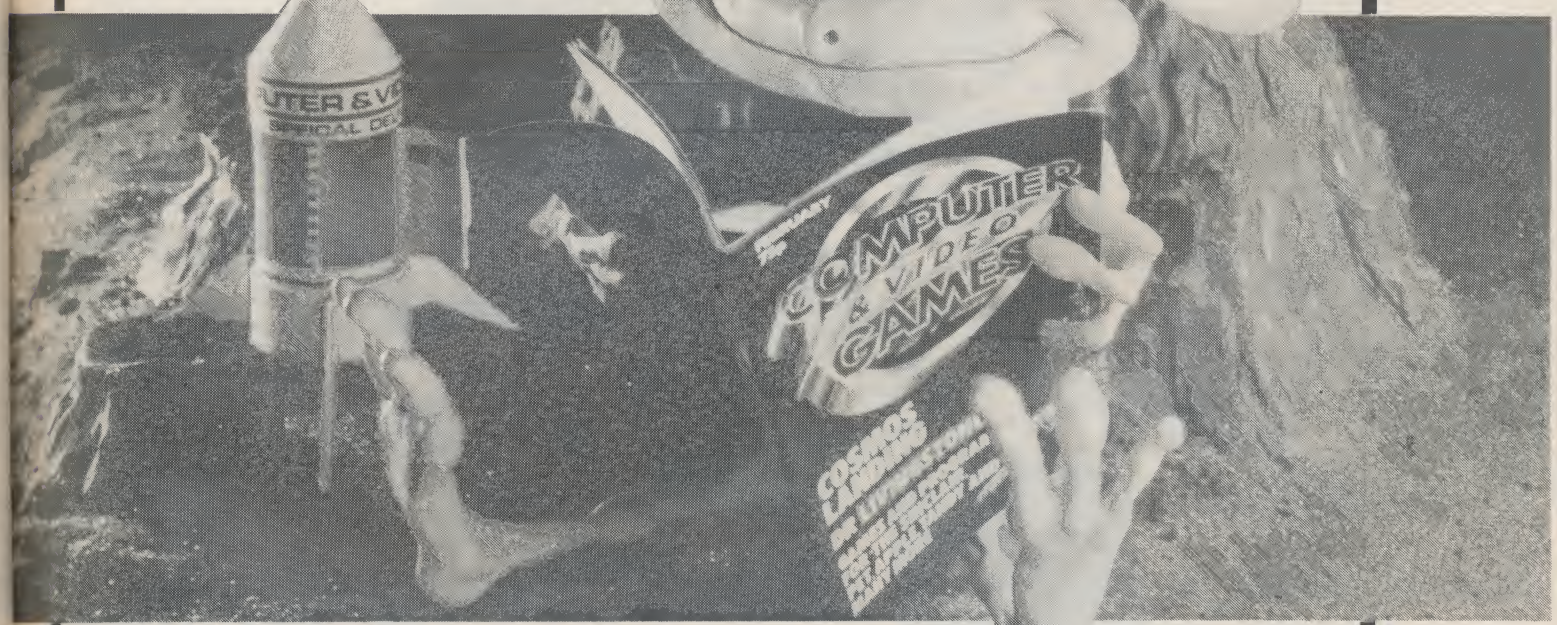

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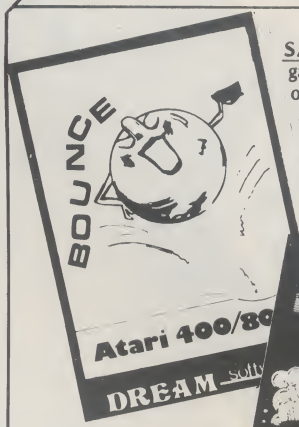

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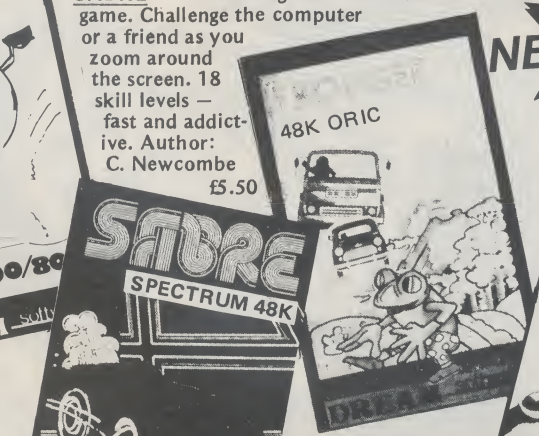

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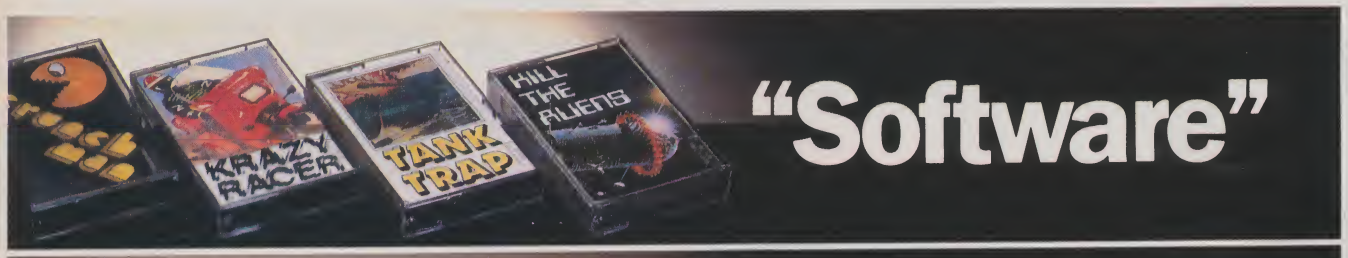

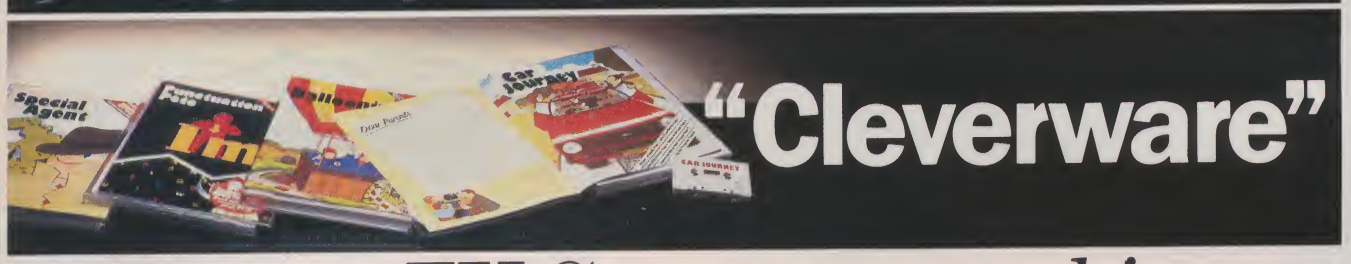

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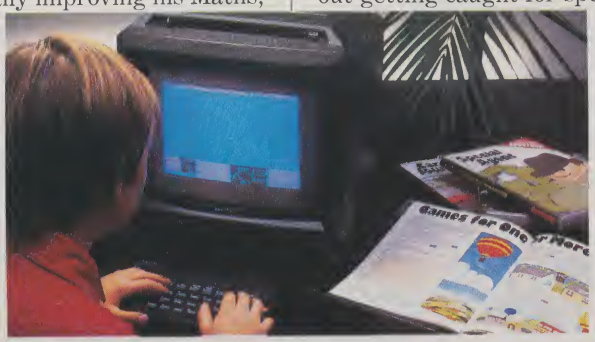

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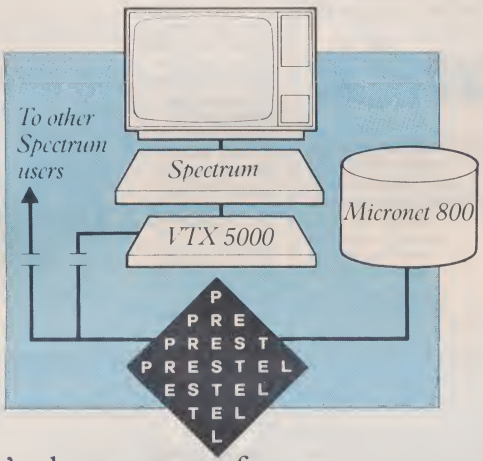

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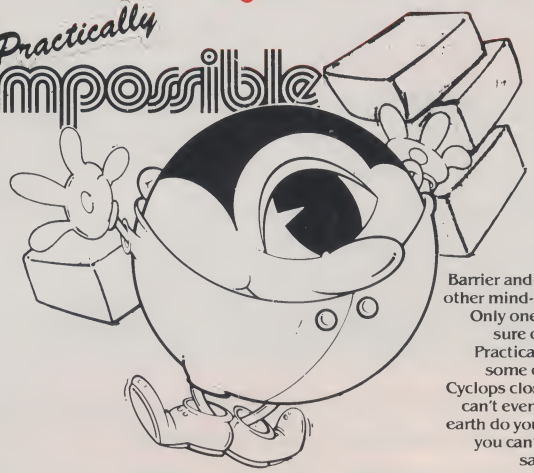

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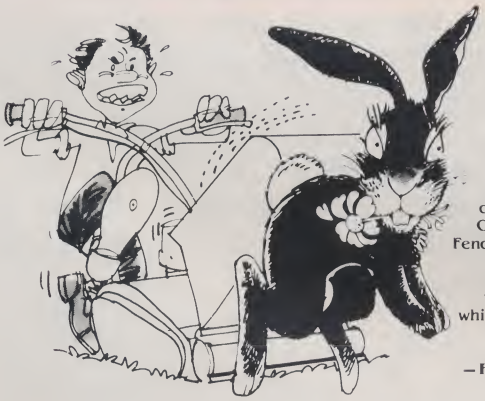

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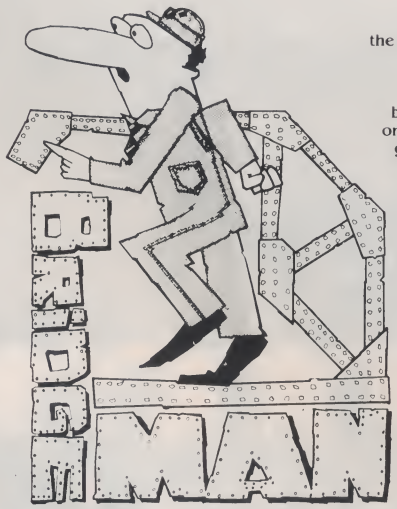

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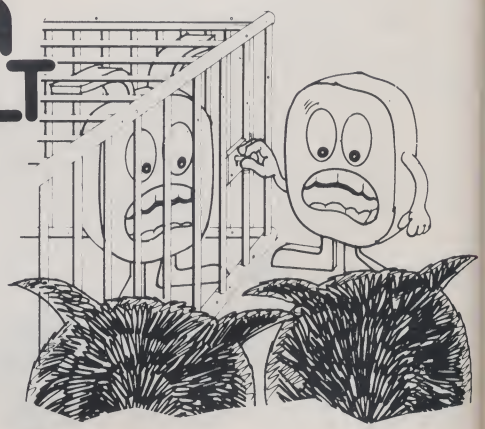

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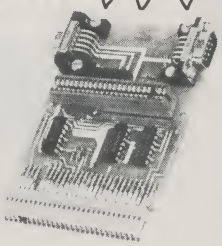

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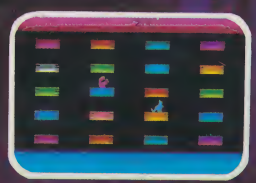

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